

9 AMAZING PLAYABLE DEMOS ON YOUR FREE PS2 DVD!



# PlayStation.®2

OFFICIAL MAGAZINE—AUSTRALIA

REVIEW & DEMO!

## SPLINTER CELL

Massive review for your eyes only!

+ Playable demo on your free disc!

## VICE CITY SOLVED!

Expert tips! How to survive all of the toughest missions!

## GOT SOUL?

Soul Calibur 2 slices its way to PS2 with new fighters!

## PLAY FAST, DIE HARD

We bring you exclusive details on Die Hard!

## ZOMBIE NATION

Res Evil goes online!  
Exclusive preview!



9  
PLAYABLE  
DEMOS!

8 HOURS  
OF VIDEOS AND  
GAMEPLAY!

## PREVIEW FRIGHT CLUB!

Silent Hill 3  
vs Res Evil!

## SPY GAMES

Can MGS2 out-sneak  
Splinter Cell?

## WIN A CAR!

Incredible sports car up for grabs. First details inside!

## PLUS!

Dr Muto ■  
Moto GP3 ■  
Rayman 3 ■

War of the Monsters ■  
Simpsons Skateboarding ■

And more of the only PS2 reviews you can trust



## « X-MEN 2

Wolvie claws his way onto PS2!

## TOMB RAIDER »

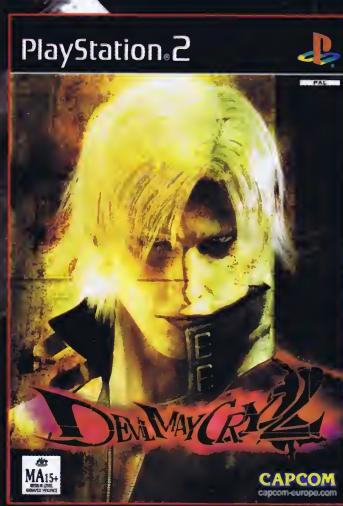
Lara's kicking butt and looking sexier than ever in Angel of Darkness!

PRINT POST APPROVED PP255003/05638

AUS \$14.95 inc. GST  
NZ \$16.95 inc. GST  
ISSUE 13 APRIL 2003  
DERWENT HOWARD



unleash your inner demon  
april 2003





MA15+  
MEDIUM LEVEL  
ANIMATED VIOLENCE



# DEVIL MAY CRY 2

PlayStation®2

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THQ

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# PlayStation<sup>®</sup> 2

## OFFICIAL MAGAZINE-AUSTRALIA

### PlayStation<sup>®</sup> 2

#### OFFICIAL MAGAZINE-AUSTRALIA

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Distributed throughout Australia by NDD. Printed in Australia by PNP Print. Distributed throughout New Zealand by IMD.

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#### NARAYAN'S TOP 2

##### RESIDENT EVIL ONLINE (THQ) OUT TBA

I haven't even played this game yet and already it's lurched to the top of my charts with a bullet through its festering head. The idea of taking to the streets of Raccoon City with the rest of the OPS2 crew is just too cool. Now if only Richie would stop muttering about 'brains.'

##### MGS2: SUBSTANCE (INFOGRAPHICS) OUT APRIL

Even though I'm not a fan of the wallet-crippling price tag, I've been addicted to completing all the VR missions. 347 down, 153 to go! (I am still stuck on the first one.)



#### JASON'S TOP 2

##### METAL GEAR CELL (INFOGRAPHICS/UBISOFT) APRIL

I could take this opportunity to talk about how solid my snake is, but I won't. Any fan of sneaking around and getting into mischief must own both MGS2 and Splinty. They're just too good to miss and way better than the other versions.

##### SOUL CALIBUR 2 (EA) OUT JUNE

I don't think there's a gamer out there who isn't hanging for this one. Who wouldn't want to go up against Nightmare with the King of Iron Fists? Check out the Monitor section for some cool screens.



## EDITOR'S LETTER

This issue of OPS2 is proof enough that the PS2 continues to go from strength to strength. Until Sony announces its online plans, we're still yet to enjoy the PS2's finest hour, though we're inching closer all the time! We're already enjoying gameplay features only available in PS2 versions of many games (and getting to play them first) but even better still; is the fact that plenty more PS2-only exclusive games are in development.

No matter how many consoles you happen to own, the quality of PS2-only games is indisputable. Amongst them, are some of the best games to be released on any format, all year. We've already seen the likes of the Grand Theft Auto series commit to making games solely for the PlayStation 2 and now we can await both Tomb Raider: Angel of Darkness and Capcom's exciting new thriller Resident Evil Online.

OPS2 had the pleasure of meeting and playing the latest Tomb Raider game with the team, and we've had a first-look at the first Resident Evil game seen on the PS2 since Code Veronica. Both are looking great, and we hope our in-depth features whet your appetites as they did ours.

*Splinter Cell* marks yet another coup, as the PS2 version is jam-packed compared to the original. That's right, there's a whole new level and series of missions to play, equating to hours of fresh gameplay! It's all good in the world of PS2...

See you at the next level.

The handwritten signature of Richie Young.

RICHIE YOUNG  
Editor



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With an OPS2 subscription you can get 12 issues at just \$10.41\* each. That's a MASSIVE 30% off the cover price!  
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As a special treat, Official PlayStation Magazine in conjunction with UbiSoft are offering an offer just too good to refuse! Get this - everyone who registers before the closing date will have a chance to win one of these great games above! Turn to page 80 for all the details! \*Offer applies to Australian residents only

**KOEI**®

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# Xtreme Legends™

DYNASTY WARRIOR<sup>SM</sup> 3

The Warriors Return, and the Battle Rages On...



### 7 Untold Stories

Play as 7 fierce generals in Musou mode: Lu Bu, Diao Chan, Meng Huo, Zhu Rong, Zhang Jiao, Dong Zhuo and Yuan Shao. Completely revamped stages with new scenarios and events.

- Discover 5th Weapons and New Items! ● Four New Challenge Modes!
- New "Very Hard" Difficulty Level! ● Challenge Mode Ranking System!

### Customise Your Bodyguards

Assign playable characters, including Lu Bu, as your bodyguards. Use Double Musou Attacks in a one-player game. Select the gender, uniform, and weapon for each guard in your unit.

### DW3 REMIX!!!

Play XTREME LEGENDS by itself or with Dynasty Warriors 3 to power up the original with new XL features. Saved data is fully compatible between both games.

AVAILABLE MARCH 2003



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PlayStation® 2





# ON THE DVD

## PLAYABLE DEMOS

OTHER MAGAZINES LET YOU WATCH, OPS2 LETS YOU PLAY...



If you've had to put up with an Xbox-owning friend crowing about playing the brilliant Splinter Cell recently, you need suffer no longer. Splinter Cell comes to PlayStation 2 shortly and we've broken all rules to bring you the playable demo nice and early, just so you can see that those much-vaulted lighting effects can be done on our humble black box. So there's absolutely no need to look anywhere else for your shadow-hugging thrills.

You can also try out two of our current office favourites: deceptively brutal back-to-nature bruiser *The Mark Of Kri*, and big dumb B-movie beat-em-up *War Of The Monsters*, among other killer batch of playable offerings. Look out for *Tenchu* and *Vexx* next month!

RICHIE YOUNG

Editor

**PS** To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the ↓ and ↑ keys. To choose within a section use ← and →. Press ⓧ to start up your choice. Please note, you may have to reset your PS2 after some demos.

# Tom Clancy's SPLINTER CELL

IT'S THE BIG ONE. It's the game they're all calling "Metal Gear Solid 2", only without all the talking. Jog shimmies, sneak and rope slide through this demo, sampling a few of the gadgets and graphical treats on the way.

Thrill to the multi-mode infra-red headset. Gasp at the remote control gas-releasing sticky-camera. In-game texts and voice-overs will keep you on the right track, so it's just a matter of getting down to a good old bit of exploration and experimentation.

A 'context-sensitive' Interact button will serve up options for you as you play, such as opening doors, knocking out guards and fiddling with stuff you find. Other than that, you're on your own. Good luck, soldier.



PUBLISHER: UBI SOFT  
GAME TYPE: ACTION/  
SHOOTER  
RELEASED: OUT MARCH  
PLAYERS: 1

■ HARD CELL This ain't a game for beginners.



### THE CONTROLS

|                 |                     |
|-----------------|---------------------|
| ↑↓              | Inventory           |
| ←               | Night vision        |
| →               | Thermal vision      |
| L-stick         | Movement            |
| R-stick         | Move camera         |
| Ⓐ               | Interact            |
| Ⓑ               | Quick inventory     |
| Ⓐ Ⓑ             | Jump                |
| Ⓐ Ⓑ             | Crouch              |
| Ⓑ Ⓑ             | Secondary fire      |
| Ⓐ Ⓑ             | Primary fire        |
| Ⓑ Ⓑ             | Robad               |
| Ⓐ Ⓑ             | Aim                 |
| L3              | Back to the wall    |
| R3              | Sniper/Reset camera |
| Ⓐ Ⓑ             | Pause and inventory |
| View controller | View controller     |



### challenge

Finish the level without killing a single guard. Sneak up behind each guard and reset their camera before it's best to hide each guard in the shadows to avoid detection.

### tip

Rather than shooting the enemy why not take the time to shoot out the lights first. There's less night sight and do the dirty from the cover of darkness. Back-hands...



**IN THA HOOD** They're called Hoodlums, they wear hoods – do you see?

**PlayStation.2**

**PUBLISHER:** UBI SOFT  
**GAME TYPE:** PLATFORMER  
**OUT:** MARCH  
**PLAYERS:** 1

**THE 'LEGEND' CONTINUES.** While there may have been Jaks, Daxters, Ratchets and Clanks, one platform hero eclipses them all in terms of units shifted and that's Mr Raymond Man...

His latest game is easily as inventive as any work that features a certain plumber but it's rather more debatable as to whether that odd humour and 'charm' is your cup of tea.

There are two levels in this demo, the first a 'traditional' platform adventure, the second a pleasingly diverse shoot-'em-up. Watch out for (hilarious) changes of costume and the opportunity to collect gadget power-ups that will allow you to continue your adventure.

**THE CONTROLS**

|           |                 |
|-----------|-----------------|
| L-stick   | Movement        |
| R-stick   | Move camera     |
| Ⓐ         | Jump/Helicopter |
| Ⓑ         | Shoot           |
| Ⓐ Ⓑ       | Interact view   |
| Ⓐ Ⓑ Ⓒ     | Lifebar         |
| Ⓐ Ⓑ Ⓒ Ⓓ   | Strafe/Lock     |
| Ⓐ Ⓑ Ⓒ Ⓓ Ⓕ | Strafe/Lock     |
| Ⓑ Ⓕ       | Roll            |
| Ⓑ Ⓕ Ⓖ     | Roll            |
| Ⓑ Ⓕ Ⓖ Ⓗ   | Pause/Options   |

**PUBLISHER:** ACCLAIM  
**GAME TYPE:** PLATFORMER  
**OUT:** NOW  
**PLAYERS:** 1

**WE'VE ENSNARED A WHOLE** training level from the game, allowing you to get to grips with this fine-looking platformer without getting your ass bitten every five seconds. That said, there are plenty of nasties on-board, but swift work with your zapper will remove any threat. Collect radio active isotopes and tap the bugs to harvest their DNA. Complete an ever-spiralling list of demands to unlock doors and barriers and progress through the game.

Do take the time to pause the game on your travels (by pressing Ⓗ) and investigate the status screens found there. Only then will you fully appreciate the size and scope of this extensive collect-'em-up.

Attention: This demo will quit if it feels it has been left unattended.

**THE CONTROLS**

|             |                   |
|-------------|-------------------|
| L-stick     | Movement          |
| R-stick     | Move camera       |
| Ⓐ           | Jump              |
| Ⓑ           | Fire zapper       |
| Ⓐ Ⓑ         | Mutate            |
| Ⓐ Ⓑ Ⓒ       | Fire weapon       |
| Ⓐ Ⓑ Ⓒ Ⓓ     | Right strafe      |
| Ⓐ Ⓑ Ⓒ Ⓓ Ⓕ   | Left strafe       |
| Ⓐ Ⓑ Ⓒ Ⓓ Ⓕ Ⓗ | Reposition camera |
| Ⓑ Ⓕ Ⓗ       | Change readout    |
| Ⓑ Ⓕ Ⓗ Ⓖ     | Pause/Options     |

# ON THE DVD

ISSUE :: 013



PUBLISHER: SONY  
GAME TYPE: ACTION/ADVENTURE  
OUT: NOW  
PLAYERS: 1



## The Mars Attacks!

KRIS A CROWD Take on multiple enemies with one swipe.



FRET NOT ABOUT THE long loading time – this is early 'taster' code after all. Why not head to the fridge and grab a drink?

This game has the usual story: a man getting intro trouble, with his bird. Explore the ancient ruins, hunting out things to kill with the assistance of your faithful feathered partner, Kuzo. Whenever you see a bird perch – clearly depicted with a logo – send your buddy on ahead to scout for you.

Kris's real unique selling point is it's rather clever battle system, however. Thanks to the sheer number of attackers that can harangue you simultaneously, you may sweep your aim around with the right analogue stick and have buttons automatically assigned to your enemies. Now hitting the button shown above their heads will cause you to attack the enemy you require. Simple – total mastery in a melee scenario can be yours at last. Do study the pause menu for more options, challenges and a move guide to get the most out of the game. Just press **PS** while you're playing.

### THE CONTROLS

- L-stick Movement
- R-stick Targeting system
- Ⓐ Attack
- Ⓑ Defend
- ☰ Select weapon
- PS Pause/Options



### tip

Share out the bloodshed and throw a couple of hits per target before switching enemy. If you attack any single target until he is destroyed, you'll get it in the back from his mates.

## Zapper

ZAPPER IS A CRICKET WHO through the mystery of videogames, must find and destroy six eggs that are lurking in each level. What's the reason for this insanity? This is a videogame – don't ask stupid questions.

Fortunately information that is dotted around the level will keep the very young (as well as the lame-brained) on track and a simple tap of Ⓢ will release a sonar ping clearly showing the location of the next egg. Or at least the direction in which you should be heading.

Avoid (or leap onto) the micro-beasts and super-hop (with Ⓣ over gaps) in the chessboard-like fauna. This is a game for the 'younger player' then. You know who you are.



PUBLISHER: INFOGAMES  
GAME TYPE: PLATFORMER  
OUT: TBC  
PLAYERS: 1 (FULL GAME 2-2)

### THE CONTROLS

- L-stick Movement
- R-stick Move antenna
- Ⓐ Super hop
- Ⓑ Locate
- Ⓒ Chirp
- Ⓓ Zap
- Ⓔ Rotate left
- Ⓕ Rotate right
- PS Pause/Options

CRICKET'S HIS GAME Just don't call Zapper a grasshopper.



### tip

Given the hopping nature of Zapper's movements it's easier to play with the D-pad than the analogue stick.

## WAKEBOARDING UNLEASHED

UPON LOADING BE prepared for a barrage of demands for you to fulfil mid-game. And you thought it was all about trying to keep upright?

Wakeboarding is like permanent surfing, riding a continual wave produced by the wake of the speedboat which is pulling you along. Use the wake to jump up onto scenery then grind along it to amass points, bonuses and the admiration of anyone who just happens to be passing by.

Use of ↑↓ to link tricks will allow you to keep moving. Pressing and holding Ⓢ will cause you to dip, then releasing Ⓢ at the peak of your jump will allow you to spring off with maximum power – essential for big



### THE CONTROLS

- ↑↓ Trick modifier
- ←→ Steer left/Right
- L-stick Same as D-pad
- Ⓐ Jump
- Ⓑ Grab trick
- Ⓒ Grind
- Ⓓ Flip/Spin trick
- Ⓔ Fast Spin
- Ⓕ Rope release/Catch
- Ⓖ Revert
- PS Pause

PUBLISHER: ACTIVISION  
GAME TYPE: SPORTS SIM  
OUT: TBC  
PLAYERS: 1

### tip

Spring up onto the boat sides and hit Ⓢ for some impressive (ie, impossible) everlasting grinds. Do likewise on the system of rails winding through the canyon.

# WAR OF THE MONSTERS



**CHOOSE YOUR MONSTER** (there are two available), allow the other to be selected by the game or a fellow human and knock the stuffing out of each other and the Midtown Park cityscape.

Welcome to *War of the Monsters*, a beat-'em-up on a grand scale where humans are crushed beneath fury feet as a battle rages between skyscraper-sized fighters.

Collect green pick-ups to top up your health. Blue power-ups will increase your projectile weapon capability while red blobs give you a special move with which to pummel your opponent.

If you get near to a pickable item it will turn green. Pressing **Ⓐ** at this point will allow you to pick it up, pressing **Ⓑ** again will allow you to throw it. So be prepared to use buses, buildings as boulders and radio masts as spears.

## THE CONTROLS

|          |               |
|----------|---------------|
| L-stick  | Movement      |
| R-stick  | Move camera   |
| <b>Ⓐ</b> | Jump          |
| <b>Ⓑ</b> | Fire/Punch    |
| <b>□</b> | Pick up/Throw |
| <b>△</b> | Special move  |
| <b>○</b> | Strafe left   |
| <b>□</b> | Strafe right  |
| <b>△</b> | Lock target   |
| <b>○</b> | Look around   |
| <b>□</b> | Block         |
| <b>△</b> | Pause         |



## tip

Use the block button (**□**) when you're about to be pounded. And press and hold **○** and **△** together to keep your fast-moving target permanently in your sights as you attack.



# GRAND PRIX CHALLENGE

**TOY FOR A WHILE WITH** possibly the most lavish menu system you've ever seen. Then curse the fact that only one of the umpteen options is available to you in this demo.

Ah, but what an option it is. How often do you get to choose from one of three toy teams to drive for with free access to the Imola circuit for a two-lap, full-field Formula One GP race?

Despite its realistic looks and handling this isn't the greatest F1 game out there. However, one aspect that sets it apart from the rest of the field is the Intuitive 'enemy' car AI. The other drivers simply don't want you to win the race and will stop at nothing to get the better of you.

The aim is simple: drive fast and win.

## tip

Having a hard time of it? Make things a little easier for yourself by tapping the **Ⓐ** button and setting the Traction Control to 'High'. This will help stop you spinning out on corners.



## THE CONTROLS

|          |               |
|----------|---------------|
| D-pad    | Steering      |
| L-stick  | Accelerate    |
| <b>Ⓐ</b> | Brake         |
| <b>Ⓑ</b> | TCS on/off    |
| <b>□</b> | Look back     |
| <b>△</b> | Change view   |
| <b>○</b> | Gear down     |
| <b>□</b> | Gear up       |
| <b>△</b> | Pause/Options |



## CHECK OUT THESE VIDEOS OF THE HOTTEST NEW PS2 RELEASES...



### PRIDE FC

Looks pretty violent doesn't it? And they removed the blood from this clip so that we could run it. This is the game of the world's most violent sport. Anything goes in *Pride*, which, if you think about it, pretty much amounts to legalised murder.



### SHINOBI

Sega's action/platform legend returns in a full 3D adventure aiming to out-ninja *Tenchu: Wrath Of Heaven*. This tiny trailer merely sets the scene. We'll be bringing you more exclusive footage next issue, and a playable demo the month after.



### VEXX

Platform heroes come in all shapes and sizes. How about a tiny man with big hands? It certainly didn't do Rayman any harm. The fast edits and lovely cut-scenes in this trailer bode well for *Vexx*'s future. Review and demo next month.



### ROLLING

We've had surfing, skateboarding, wakeboarding, what next? Blackboarding? Nope, roller-skating. Or inline skating as those in the know prefer to call it. One thing is certain – when it comes to grinding, blades are the way to go.



### PRIMAL: BEHIND THE SCENES

Making a videogame is a complex business. These men and ladies want you to know just how complex it is and – as a result – just how clever they are. See *Primal*'s evolution from first sketch through to mighty videogame behemoth.



### THE MAKING OF TOMB RAIDER: THE ANGEL OF DARKNESS

Not much consolation for the continued non-appearance of the game itself, but why not watch some game designers pretending to be rock stars? We love Lara!



**FRESH FROM A RECENT** rebirth thanks to our exclusive 'Design A Level' competition, we thought we'd give you another chance to sample PlayStation 2's finest first-person shooter. If you think you can create a map to compare to this masterful first level from the game then we want to see your saves.

Play this demo, be inspired, then – perhaps – buy the full game and design a level. Now send your save on a Memory Card to OPS2 Map Maker Competition, Eldos Interactive, Wimbledon Bridge House, 1 Hartfield Road, Wimbledon, SW19 3RU. The lovely Eldos staff promise to look after and return every card once they're finished.

## THE CONTROLS

|           |                        |
|-----------|------------------------|
| L-stick   | Movement               |
| R-stick   | Activate               |
| <b>Ⓐ</b>  | Reload                 |
| <b>Ⓑ</b>  | Crouch                 |
| <b>□</b>  | Aim                    |
| <b>△</b>  | Alternate Fire         |
| <b>○</b>  | Main fire              |
| <b>↑↓</b> | Zoom in / Out          |
| <b>←→</b> | Swap weapon            |
| <b>☰</b>  | Pause / Options        |
| <b>■</b>  | Pause / Mission status |

PUBLISHER: INFOGRAAMES  
GAME TYPE: FPS  
RELEASE DATE: NOW  
PLAYERS: 1 [FULL GAME 1-4]

## tip

Sniping is the way to win here. Remove any potential threats from miles away and you'll finish with barely a drop of blood spilt.

# THQ SPLASH OUT

*Splashdown 2* and *FireWarrior* lead the wave of THQ's 2003 releases.

## BURGEONING PUBLISHER THQ

has signalled a switch to fewer licensed titles and an emphasis on quality. *OPS2* recently travelled to Las Vegas for THQ's Editor's Day, where we played the company's leading titles for 2003.

"While the kids stuff is a large part of our business at THQ, that's certainly not what this event is about," said President and CEO Brian Farrell. "We're also highly focused on delivering the innovative, compelling game that you guys crave."

THQ has recently acquired external developers including

*Splashdown* creators Rainbow Studios, Alter Echo's Outrage Games and Volition, makers of the *Red Faction* series. Just after the Las Vegas event, THQ announced its plans to open a new Australian development studio in Brisbane.

"The studio will be designed to facilitate production throughout the region of high quality games from the stable of THQ licensed properties," said Jack Sorensen, Executive Vice President of Worldwide Studios. "Our early goals are to employ 35-50 people over the next two to three years."

## SPLASHDOWN 2

**AT FIRST GLANCE**, you might not even recognise *Splashdown 2* as the sequel to last year's popular Sea-Doo racer. Developer Rainbow Studios has taken the game in a new direction following mixed reviews of the original.

Designer Jordan Itkowitz said the first priority when designing the sequel was to make bigger waves. "We were really happy with the water first time around but the waves just weren't big enough," he said. "We needed to get bigger waves and get bigger air off those waves."

Another priority was the environments. "The first game was very beautiful, but it was very static besides the racing," Jordan explained. "We really wanted to address that and make the courses a lot more exciting, a lot more dynamic."

"We seized upon the idea of designing these courses almost as if we were designing thrill rides for theme parks. We wanted to design the fastest rides that Disneyland never did. They are full of visual spectacle with new sights around every corner plus triggered events. We're calling this cinematic racing."

*OPS2* found zooming around the Cannonball Cove level a real treat. It features enormous waves and some clever set pieces. In the first lap, you need to avoid cannibals fired at a pirate ship by a nearby fort. On subsequent laps, the ship is struck, revealing a gaping hole in the boat that can be raced through for a shortcut. Later, barrels of TNT explode to reveal another path through a mountain, with a glistening room inside packed with gold and treasure.

"There are a lot of triggered events for the player to discover and explore," said Jordan. "We wanted to give players the best seat in the house. If it's cool, the player should be able to do it."

The stunt system has also been reworked, making aerial manoeuvres easier to pull off. "The first game had 25 separate stunts, this game has over 75. And it's now a progressive linking system, enabling combos."

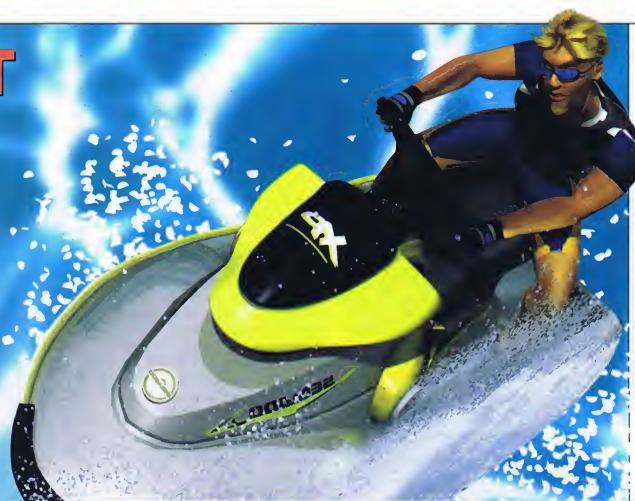
There are three tiers of stunts to perform and players can learn how to pull them off without consulting the manual thanks to the in-game training mode. And when you make a mistake, the game is more forgiving. "In the last game if you held a stunt into the water you wrecked. We thought that was too punitive, so we toned back on that."

In addition to the eight spectacular outdoor tracks, there are new indoor courses that were one of the most popular features of the original.



**ICE TO SEE YOU!**

These jet skis don't need water!



## ALTER ECHO

**THE PSYCHEDELIC BLASTER** Alter Echo was the most innovative game shown at THQ's Editors Day. It lets players alter time and morph between three different forms. It also has very spectacular visual styling.

Players control Nevin, a reluctant hero who wears a biomechanical suit. "The suit lets you morph into three different forms, switching between them at any time," said Matt Toschlog, Studio Director of developers Outrage Games. "Each form has unique movement and attack types - you'll need to switch between them to counter enemy strengths and weaknesses."

The "melee" form is for short range, sword-based combat. There's a range of combo moves and Mortal Kombat-style juggle attacks. The "gun" mode is a larger mech-like character with a variety of ranged weapons like guns, missiles, lasers and grenades. It's slower, but more powerful. The "stealth" mode is highly agile, letting players get to previously

inaccessible areas. You can crawl over virtually any surface, and there's cloaking for getting past opponents.

"Tying all three forms together are morph combos," said Matt. "They let you combine the forms during special attacks." For example, you can rush up to an enemy in stealth mode, hurl them into the air using the melee form, and shoot them in mid-air using the gun mode. "The idea is to keep applying damage by varying your attacks, increasing your chain." It's very cool and great fun.

Nevin also has the handy ability to "dilate" time in special sequences that you can initiate during combat. It lets you freeze the action in order to cue up a series of moves to unleash an unstoppable fury of attacks, complete with funky visual effects and dramatic camera.

In addition to the brawling, there are basic puzzles to solve and platformer elements. The game will be released before the end of the year, and is certainly one to watch.



UNCOMFORTABLE HERO Why don't these superheroes dress better?



CHAINS OF LOVE The good old chaingun is always used.



## FINDING NEMO

**FINDING NEMO** IS the new animated blockbuster from the makers of Toy Story. The first title under THQ's agreement with Disney and Pixar, the game will be released to coincide with the August release of the film.

Because of its underwater setting, the game is a big departure from the usual boring platforming fare that publishers churn out to coincide with a kids movie. You'll be swimming through

gorgeous oceans, collecting items, racing other characters and solving puzzles. The game follows the basic plot of the film, but many mini games are included to extend longevity.

The game is being developed by Travellers Tales, previously responsible for titles like Haven: Call of the King, Crash Bandicoot: The Wrath of Cortex, Muppet RaceMania and Toy Story 2.



FIRE WARRIOR

**FIREWARRIOR** IS A fast-paced, action-packed shooter. It's set in the dark future of Warhammer 40,000 – Games Workshop's deep and gritty science fiction universe. It's a setting where humanity is on the brink of total collapse, and people face constant horrors like demons and aliens.

UK-based developer Kuju Entertainment is ensuring FireWarrior is true to the Warhammer 40,000 universe, so dedicated fans will enjoy the game. You play a member of an elite fighting force, the strongest of all the Tau. But what starts as a straightforward rescue mission soon descends into horror.

"It's an alien looking in on the dark future of mankind, allowing the player to see through his eyes the ruin of mankind," said lead designer David Millard. "The game is driven by a strong narrative over one single day in which the lead character must locate and rescue the revealed spiritual leader of the Tau."

One of Kuju's priorities was to offer plenty of firepower. "There are a total of 17 player accessible weapons, which we believe is the largest number in any FPS," David said. "These include a ballistic rifle, precise energy weapons, plasma guns and an explosive rocket launcher. As the player progresses, the challenge grows and the choice of arsenal becomes more diverse. Some of the weapons are still secret, but all have a unique affect on enemies."

There are 20 levels for the player to explore. "The journey takes the player through an intense battle on a war-torn planet, back to his own ship, and then to the enemy's vessel," said David. The architecture is diverse, "from trench warfare to complex underground installations. There are ship-to-ship boarding actions and claustrophobic shooting engagements. Later levels will plunge the player into a unique world of horror."





**SOFT OPTION** You can take your motor for a spin on the beach.



**LAW BREAKING** Dodging the cops is as hard as ever.



**BUGGING ME** The vehicles on offer are varied.

## INTERVIEW EXCLUSIVE!

# SHUT UP AND DRIVE

The original gangster's back and he's packing heat. Ladies and gentlemen, we give you... Driver 3.

**AT FIRST GLANCE.** Driver 3 could be a scene from Michael Caine's classic heist movie *The Italian Job*. Not only does the keenly-anticipated prequel let you rattle around in a vintage mini, you can literally blow the bloody doors off. That's 'hinge technology' for you, and one of the reasons why developer Reflections' potential *Getaway*-beater might be the most filmic, effortlessly playable gangster experience on PS2.

The original *Driver* was released in 1999 on PSone and was the first free-roaming driving game set in an autonomous 3D city.

The sequel, released in 2000, let you walk about and steal motors as you saw fit – arguably paving the foundations for *GTA III*. Three years on, the legacy reaches fruition.

Reflections has taken the realistic physics of *Stuntman* – its technically impressive PS2 debut – and stuffed them in a bustling 3D



city packed with traffic and chattering pedestrians. Even at this early stage, *OP3* had great fun just handbraking around sharp bends, whilst marvelling at the independently modelled suspension as the tyres struggled to keep a grip on the road. There are no licensed cars, just nudge-wink tributes – including Lamborghinis, open top Cobras and transit vans.

"The advantage of the physics is that it makes getting involved in car chases realistic and fun even before you start a mission," explains Martin Edmondson, Founder of Reflections, as he demonstrates smashing a car into a crumpled shell, then driving over the detached bumper and sending it clattering in the opposite direction. "One of the famous things about *Driver* was that people would play Take A Ride mode for 10-15 minutes after the pub."

So what's this hinge technology, then? Edmondson presses a button causing the car doors to click open. Reversing sharply, the doors bellow wide, reacting with true independent

physics. Theoretically, you could pop the locks and reverse at speed using the doors as battering rams to knock down unsuspecting pedestrians. This technology is further demonstrated in a mission that involves stealing an articulated lorry, complete with trailer. Edmondson shows the lorry in action, braking hard to compensate for the vehicle's momentum. As he tries not to make it jackknife and flip over, steaming tyre marks are left on the tarmac. Teasingly, it's suggested that you can load the lorry with stolen cars, akin to the movie thriller *Gone In Sixty Seconds*.

The plot is a secret, but it explores darker themes. Edmondson divulges, "Around 70 percent of your time will be spent in car chases, with the remainder on foot." The plot will be more linear than *Vice City*. "We're striving for a level of emotional involvement that can get lost when there are too many sub plots and side missions." All we know is that main man Tanner returns, moving between Miami, Nice and Istanbul.

There's a big addition to this game in the form of guns... lots of guns. Tanner can now amass weapons and blow chunks out of the destructible environments. "They're basically fun guns, we're not keeping an eye on every last bullet," Edmondson reveals. "Driver 3 isn't a stealthy game, it's not a sniper game. It's a bit like *The Matrix* – you walk in there with two Mach 10 machine guns and spray everything with bullets, then you chuck them away and do the same again." The targeting system combines auto-align and manual elements, so you can strafe around like a first-person shooter. "We want it to be like second nature," says Edmondson, "so it's 'bang, he's dead, boomp, he's dead...' you can point the gun without being pin sharp."

At this stage, *Driver 3* falls between *The Getaway*'s gritty realism and *Vice City*'s bite-sized anarchy. There's still a lot of development to go, but if the components are stitched together seamlessly, this might be one of 2003's best games. □ DD

### RUMOUR ALERT!

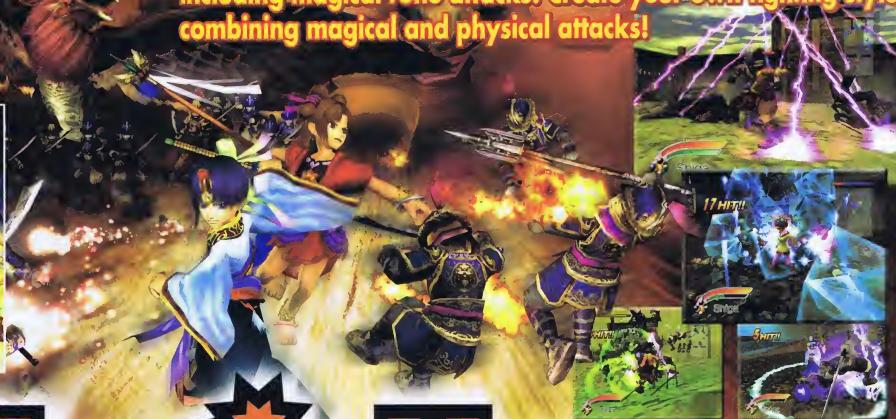
We've heard unverified whispers that the 'other' game Reflections is working on is a sequel to *Stuntman*.

for *GTA III*. Three years on, the legacy reaches fruition. Reflections has taken the realistic physics of *Stuntman* – its technically impressive PS2 debut – and stuffed them in a bustling 3D

**koei**  
THQ

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PlayStation®2



SCORCHIO!

# LOVE AND EFFECTION

Hotter than the sun! First Fear Effect 3 details.

**LADY LOVE IS** a subject seldom broached in the world of games. But as games that were once meant for kids becomes more targeted at adults, it was only a matter of time before a PS2 title starred a pair of lipstick lesbians. Before you start shaking your head (just like we did, of course) hear this: their sapphic desire isn't just for titillation, it's a major motivation of the plot of *Fear Effect 3* from Kronos. No, really, it is.

The LA-based developer has already sullied the PSone with explicit gore, violence and sexuality in two previous incarnations of the *Fear Effect* series – *Fear Effect* and *Fear Effect 2: Retro Helix*, a prequel. This latest instalment takes place two years after *Fear Effect* and follows the adventures of Rain Quin, Hana Tsu-Vachel, Jacob 'Deke' Dacourt and Royce Glas as they attempt to murder the evil boss of The Triad – Minx – who has threatened to kill Rain if her girlfriend (Hana) stops working for

him. That's true love for you...

As you can see from these early images and screens, the girls have lost none of their allure, happy to pose half-naked in front of a bloody soup of breasts and fat men. Screens show a 2D look for the characters later over a 3D background, giving a striking visual style. Kronos promises to interweave this with more heart-stopping action and a sophisticated combat system with distinctive combos, finishing moves and grapples.

Arrival of the imagery has already assured it as one of the most anticipated PS2 games in the OSP2 office. Especially amongst the flith contingency. We'll await its imminent release with increasingly sweaty palms. □ GW

**LEER EFFECT**  
**THE GIRLS POSE**  
**HALF NAKED IN A**  
**SOUPIRE OF BREASTS**  
**AND FAT MEN**



**GIRLS ALLOWED**  
The very lovely Rain and Hana. Yes – they're together.



**BLUE LINES**  
Short but sweet  
PS2 snippets  
heard by the  
Ear of Truth.

NBA Street combines with FIFA in Urban Freestyle, the latest extreme sports venture from Acclaim, the publisher that gave us BMX XXX.



Starting next month Spy will be running a regular Pro Evo 2 Goal Of The Month competition. So get some practice in now!



## DEATH AND THE MAIDEN

Clock Tower 3 raises a few eyebrows.

**DEVELOPED BY SUNSOFT** and published by Capcom, *Clock Tower 3* is sure to rile the censors when it arrives here in the Summer. Set in London, the game features Alyssa Hamilton, a schoolgirl uncovering the dark secrets of her family. Playing like a spooky mixture of *Project ZERO* and *Silent Hill*, a tangible sense of fear is brilliantly conveyed by the haunting soundtrack and dark, moody visuals.

The game's most interesting aspect is in its reliance on wits and evasion instead of confrontation. During a recent playtest for example, Alyssa could duck behind scenery to avoid her ghostly enemies.

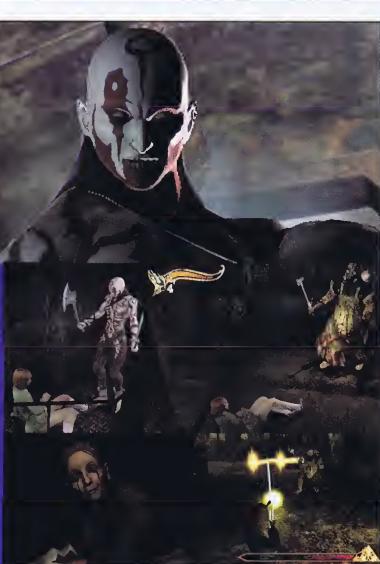
Slightly troubling though, is the casting of a 15-year-old girl in a school uniform as the main protagonist, considering the horrors to which she's exposed. In one explicit scene, a man drags a young girl along by her hair, then smashes her head in with a large hammer. Too for humble Aussies? We'll soon see. □ AL



**ALYSSA DEVIL** She wouldn't hurt a fly.



**ALYSSA IN CHAINS** She'd be far better off standing up to fight, we think.



**TRACKS OF MY TEARS** The cataract operation was a terrible failure.

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## FANTASTIC VIEW

Square asks, "Can you guess what it is yet?"

**WE ALWAYS KNEW** that *Final Fantasy XII* was inevitable – it was just a question of time. While one team at Square is devotedly putting the finishing touches on FFX-2 (the first 'proper' *Final Fantasy* sequel) before starting work on FFX-3, another group of Square stalwarts are firing up the dev kits and sharpening their crayons in anticipation of the twelfth episode of the FF saga.

So, what has the RPG giant produced so far? One, solitary poster to advertise that the game exists. And it's just like Square to tease us with a cryptic collage of imagery that bears resemblance to everything from the Star Wars planet of Naboo to *Blade Runner*, *The Fifth Element*, and an anime called Metropolis.

What will the finished game be like? That's like speculating when *Tomb Raider* is coming out – we haven't the foggiest. But we can reveal that a video of *FFXII* may appear on the disc of FFX-2 when it's released in Japan this month. □ GW

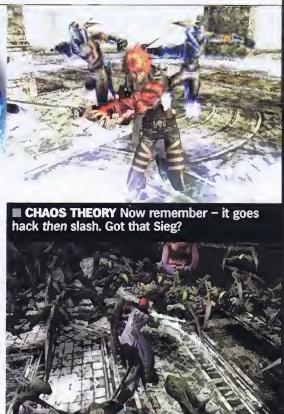
## ARMY OF DARKNESS

OPS2 goes hands-on with Chaos Legion.

**IN ADDITION** TO its DMC-like Gothic styling and generous helping of enemies, our first hands-on with Capcom's Chaos Legion revealed that the Legions – creatures that swordsman Sieg Wahrheit can call upon to assist in battle – add a surprising amount to the fairly simplistic hack 'n' slash gameplay.

Downing enemies allows Sieg to summon seven different types of Legion, each offering extra tactical options. The two we saw were the Archers, who allow for distance attacks, and a giant creature with serious extra brawn. Their actions can be controlled with simple button-presses – a flick of **△** switches between offence and defence while **□** switches targets.

It's still a way off – expected here late this year – but Chaos Legion looks promising. More soon. □ AL



■ CHAOS THEORY Now remember – it goes hack 'n' slash. Got that Sieg?

## GARDEN PARTY

Introducing Backyard Wrestling mayhem and horror!

**"SAM HAIN DELIVERS** a few chops to Panama Jack before nailing him with a superkick. Panama sets a barbed-wire board on fire and the Pillager powerbombs Sam Hain through it, probably crippling him." Not a scene from a twisted horror film but real-life commentary from the lower-than-underground sport of Backyard Wrestling, a craze sweeping the USA flyover States faster than female facial hair.

And while it's probably illegal in this country, it hasn't stopped developer Paradox from bringing the brutal *BW* to our shores via the medium of PS2. The premise is simple: men dressed in multiple layers of clothing wrestle each other in their backyards utilising props like baseball bats, barbed wire and burning tables. Whereas their WWE counterparts actually worry about their bodies and faces – opting for plastic barbed wire, play-acting and glycerin blood – Backyard Wrestlers actually bleed. Check out these exclusive screens!

It's predominantly a cult sport, but there is an official governing body known as Backyard Wrestling Inc from which this game takes its licence. DVDs of the sport have sold over one million copies in the US while pay-per-view shows and softcore tie-in Backyard Babes videos are also popular. Paradox's game follows a familiar career-based structure with your character battling a number of real-life personalities including Josh Prohibition, MDogg20 and Karnage in a quest to become the 'King of Hardcore'.

The game is scheduled to arrive in Oz in the coming months. In the meantime, we're off to find someone to piledrive. □ GW



■ BEER MONSTER Who the hell is this?

eBay.com.au



### NEWS FOR APRIL

The Sega Saturn landed in Australia in 1995, six months ahead of the Sony PlayStation and with a whopping price tag of \$799. It was obviously technologically inferior to Sony's debut machine, but Sega had a superb stock of arcade giants like *Daytona USA*, *Virtua Fighter*, *Sega Rally* and *Virtua Cop*.

The Saturn was reasonably popular among dedicated gamers, but Sony's marketing genius soon won the hearts of the mainstream and the PlayStation became an unstoppable force. After just two years, Saturn was pulled from store shelves. eBay has a dedicated Saturn category to browse. There are usually at least a hundred Australian listings, and alongside a good selection of games sell for around \$100.

Games can be bought for as cheap as \$5, including big-name arcade hits. Recent bargains include *Fighting Vipers* (\$3), *Virtua Cop 2* (\$15), *Street Fighter Alpha 2* (\$11), *Nights* (\$15), *Daytona USA* (\$5) and *Sega Rally* (\$5). Saturn is also home one of the most sought-after games by retro collectors – *Panzer Dragoon Saga*. This outstanding RPG was released in very limited numbers, and prices for the PAL version hover around \$300-400.

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# SPY incoming

**PS2 FEBRUARY TOP 40 GAMES**

| RANK | TITLE                             | CATEGORY    | PUBLISHER  |
|------|-----------------------------------|-------------|------------|
| 1    | Mortal Kombat: Deadly Alliance    | Action      | Acclaim    |
| 2    | The Getaway                       | Adventure   | Sony       |
| 3    | Grand Theft Auto: Vice City       | Adventure   | Take 2     |
| 4    | The Sims                          | Strategy    | EA         |
| 5    | Grand Theft Auto 3                | Adventure   | Take 2     |
| 6    | Sly Raccoon                       | Adventure   | Sony       |
| 7    | Kingdom Hearts                    | Adventure   | Disney     |
| 8    | V8 Supercars                      | Racing      | Infogrames |
| 9    | Lord Of The Rings: The Two Towers | RPG         | EA         |
| 10   | Ratchet & Clank                   | Adventure   | Sony       |
| 11   | Medal Of Honor: Frontline         | Action      | EA         |
| 12   | Dragonball Z: Budokai Fighters    | Action      | Infogrames |
| 13   | Tiger Woods PGA Tour 2003         | Sports      | EA         |
| 14   | FIFA 2003                         | Sports      | EA         |
| 15   | Tekken 4                          | Action      | Namco      |
| 16   | Tom Clancy's Ghost Recon          | Strategy    | Ubisoft    |
| 17   | Stuntman                          | Simulator   | Infogrames |
| 18   | Tony Hawk's Pro Skater 4          | Sports      | Activision |
| 19   | BMX XXX                           | Sports      | Acclaim    |
| 20   | Bond 007: Nightfire               | Action      | EA         |
| 21   | Red Faction 2                     | Action      | THQ        |
| 22   | NBA Live 2003                     | Sports      | EA         |
| 23   | Star Wars: Clone Wars             | Action      | EA         |
| 24   | Virtua Tennis 2                   | Sports      | Acclaim    |
| 25   | WWE Smackdown 4                   | Sports      | THQ        |
| 26   | Conflict: Desert Storm            | Action      | Infogrames |
| 27   | Hitman 2: Silent Assassin         | Action      | Infogrames |
| 28   | Need For Speed: Hot Pursuit 2     | Racing      | EA         |
| 29   | Harry Potter: Chamber Of Secrets  | Adventure   | EA         |
| 30   | Burnout 2: Point of Impact        | Racing      | Acclaim    |
| 31   | Xtra Pack (20 games)              | Sports      | Activision |
| 32   | Devil May Cry                     | Action      | THQ        |
| 33   | Simpsons Skateboarding            | Sports      | EA         |
| 34   | Kelly Slayers' Pro Surfer         | Sports      | Activision |
| 35   | MX Superfly                       | Racing      | THQ        |
| 36   | Wreckless: The Yakuza Missions    | Racing      | Activision |
| 37   | Final Fantasy X                   | RPG         | Sony       |
| 38   | Aerial Assault Pack               | Compilation | Activision |
| 39   | Colin McRae Rally 3               | Racing      | Infogrames |
| 40   | Spyro: Enter The Dragonfly        | Adventure   | Vivendi    |

**PS2 RELEASE SCHEDULE**

| APRIL                                  | Category         | Publisher  |
|--|------------------|------------|
| BloodRayne                             | Action/adventure | Vivendi    |
| Dark Chronicle                         | RPG              | Sony       |
| Dead To Rights                         | Action           | EA         |
| Def Jam Vendetta                       | Wrestling        | EA         |
| Devil May Cry 2                        | Action           | THQ        |
| Die Hard: Vendetta                     | FPS              | Vivendi    |
| Indiana Jones And The Emperor's Tomb   | Action/adventure | EA         |
| ISS 3                                  | Football sim     | Infogrames |
| Metal Gear Solid 2: Substance          | Action           | Infogrames |
| Midnight Club 2                        | Racing           | Take 2     |
| Moto GP3                               | Racing           | Sony       |
| Primal                                 | Adventure        | Sony       |
| RTX Red Rock                           | Action/adventure | EA         |
| Tenchi: Wrath Of Heaven                | Action/adventure | Activision |
| War of the Monsters                    | Action           | Sony       |
| X-Men 2: Wolverine's Revenge           | Action/adventure | Activision |
| Zapper                                 | Platformer       | Infogrames |
| ZOE: The 2nd Runner                    | Mech action      | Infogrames |
| MAY                                    | Category         | Publisher  |
| Black And Bruised                      | Boxing           | Vivendi    |
| Eye Toy                                | Camera game      | Sony       |
| Gladius                                | Strategy         | TBA        |
| Mace Griffin: Bounty Hunter            | FPS              | Vivendi    |
| Return To Castle Wolfenstein           | FPS              | Activision |
| Silent Hill 3                          | Survival horror  | Konami     |
| Shinobi                                | Action           | Sony       |
| Speed Kings                            | Driving          | Acclaim    |
| Tom Clancy's Rainbow Six: Raven Shield | Action           | Ubisoft    |
| WWE Crush Hour                         | Driving/action   | THQ        |
| JUNE                                   | Category         | Publisher  |
| Breath Of Fire V                       | RPG              | THQ        |
| Clock Tower 3                          | Survival Horror  | THQ        |
| Dragon's Lair 3D                       | 3D Platformer    | THQ        |
| Evil Dead: A Fistful Of Boomstick      | Action/adventure | THQ        |
| Freedom: Battle For Liberty Island     | Action/adventure | EA         |
| Ice Nine                               | Action/adventure | THQ        |
| NBA Street 2                           | Basketball       | EA         |
| Red Dead Revolver                      | Action           | THQ        |
| Resident Evil: Dead Aim                | Lightgun         | THQ        |
| Rise To Honor                          | Action           | Sony       |
| The Great Escape                       | Action/adventure | Infogrames |
| Vexx                                   | Platformer       | Acclaim    |
| Wakeboarding Unleashed                 | Wakeboarding     | Activision |
| JULY                                   | Category         | Publisher  |
| Crouching Tiger, Hidden Dragon         | Beat-'em-up      | Ubisoft    |
| Enter The Matrix                       | Action/adventure | Infogrames |
| Hardware                               | Online action    | Sony       |
| SOCOM: US Navy SEALs                   | Combat sim       | Sony       |
| Soul Calibur II                        | Beat-'em-up      | EA         |
| Tomb Raider: The Angel of Darkness     | Action/adventure | Infogrames |
| True Crime: Streets Of LA              | Driving/action   | Activision |
| THQ 2003                               | Category         | Publisher  |
| A Sound Of Thunder                     | Action           | THQ        |
| Alter Echo                             | Adventure        | THQ        |
| Area 51                                | Adventure        | Midway     |
| Batman 2                               | Action           | Ubisoft    |
| Batman: Dark Tomorrow                  | Action           | Kemco      |
| Shoot-'em-up                           | Majesco          |            |
| Broken Sword: The Sleeping Dragon      | Adventure        | TBC        |
| Celebrity Deathmatch                   | Beat-'em-up      | Take 2     |
| Curse                                  | Adventure        | Wanadoo    |
| Club Football                          | Football sim     | Infogrames |
| Cy Girls                               | Action           | Infogrames |
| Destruction Derby 4                    | Driving          | Sony       |
| Driver 3                               | Driving/action   | Infogrames |
| Ecks Vs Sever                          | FPS              | THQ        |
| Enclave                                | Adventure        | Swing!     |
| EverQuest Online Adventures            | Online RPG       | TBC        |
| EXO                                    | Mech action      | Infogrames |
| Falcone: Into The Maelstrom            | FPS              | Virgin     |
| Far Cry                                | Action           | Ubisoft    |
| Fear Effect: Inferno                   | Adventure        | Infogrames |
| FireWarrior                            | FPS              | THQ        |
| Final Fantasy X-2                      | RPG              | Sony       |
| Four Horsemen Of The Apocalypse        | Action           | Sony       |
| Freaky Flyers                          | Flight action    | Acclaim    |
| Frequency 2                            | Rhythm action    | Sony       |
| Fugitive Hunter                        | FPS              | Infogrames |
| Futurama                               | Adventure        | Infogrames |
| Galerians: Ash                         | RPG              | THQ        |
| Ghost Hunter                           | Adventure        | Sony       |
| Gladiator                              | Beat-'em-up      | Acclaim    |
| Good Cop, Bad Cop                      | Adventure        | TBC        |
| Indy Racing League                     | Racing           | Infogrames |
| Judge Dredd Vs Judge Death             | Action           | Vivendi    |
| King Of Route 66                       | Driving          | TBC        |
| Lamborghini                            | Racing           | Activision |
| Mafia                                  | Action/adventure | Take 2     |
| Malice                                 | Platformer       | Sierra     |
| Mission Impossible: Operation Surma    | Action           | Infogrames |
| My Street                              | Party game       | Sony       |
| NBA Ballers                            | Basketball sim   | Acclaim    |
| NBA Starting Five                      | Basketball sim   | Infogrames |
| Pillage                                | RPG              | TBC        |
| Project BG & E                         | Platformer       | Ubi Soft   |
| Project Manhunt                        | TBC              | Rockstar   |
| Pterosaur                              | Adventure        | TBC        |
| Punisher                               | Shooter          | THQ        |
| Raging Blades                          | RPG              | Wanadoo    |
| Resident Evil Online                   | Online adventure | THQ        |
| Rolling                                | Extreme sports   | Rage       |
| Rygar: The Legendary Adventure         | Action/adventure | Tecmo      |
| Savage Skies                           | Action           | THQ        |
| Seven Samurais                         | Action           | Sammy      |
| Shoot To Kill                          | FPS              | Infogrames |
| Splashdown 2                           | Racing           | THQ        |
| Starcraft: Ghost                       | Action           | Vivendi    |
| Star Wars: Galaxies                    | Driving/action   | Empire     |
| Sukkoden III                           | RPG              | Infogrames |
| Tak And The Power Of Juju              | Platformer       | TBC        |
| This Is Football 2004                  | Football sim     | Sony       |
| The Lost                               | Adventure        | Ubisoft    |
| The X-Files                            | Survival horror  | Vivendi    |
| Tribes: Aerial Assault                 | FPS              | Sierra     |
| Urban Freestyle                        | Extreme sports   | Acclaim    |

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PlayStation®2



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# monitor

MONITOR CONTRIBUTORS: NICK O'SHEA, NARAYAN PATTISON, RICHIE YOUNG

## Previewing the new games you voted to read about!

### WELCOME TO MONITOR!

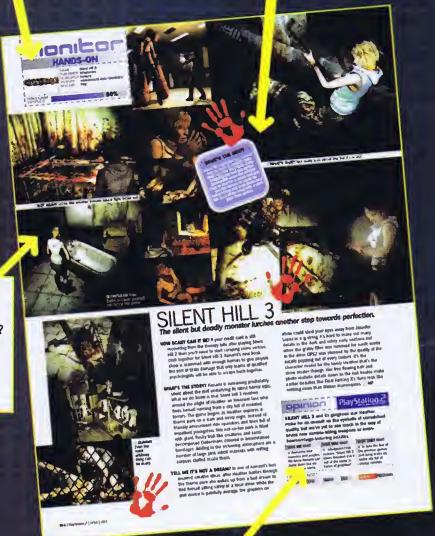
**SO WHAT'S ALL THIS THEN?** Our pledge is to keep all the big games under constant surveillance, as directed by you! Whenever a cool new game bleeps loud on your radar, write to us – we'll dig up exclusive new screens, information and interviews with the creators, or bring you first impressions from playable code.

**HOW DO I GET INVOLVED?** To vote in our Most Wanted charts email us on [OPS2@derwenthoward.com.au](mailto:OPS2@derwenthoward.com.au) and we'll also look for comments from the official forums at [au.playstation.com](http://au.playstation.com). Get voting now!

**INFO BOX** It's here you'll find out who makes a game, how complete it is, when it's due to hit the stores and if there's any more information online.

**INFO BURSTS** Keep an eye out for these blobs, where we'll drop in facts, rants, quotations, devil's advocate opinions and anything extra you should know.

**LATEST SCREENS**  
So how's the game looking? We show the hits of the future in all their visual splendour.



**OPINION BOX** What do we think of it so far? We reveal our thoughts and also include what you'd like to see in the game – visit the forums at [au.playstation.com](http://au.playstation.com) to get involved.

### MOST WANTED

Which upcoming games do you want to see more of? Email or write to us and we'll uncover the latest details on your future favourites!

| POSITION | GAME                         | WHAT?  |
|----------|------------------------------|--|
| 1<br>NEW | X-MEN 2: WOLVERINE'S REVENGE | <a href="#">NEW INFO PAGE 26</a><br><b>EXCLUSIVE!</b>                |
| 2<br>NEW | SOUL CALIBUR 2               | <a href="#">NEW SCREENS AND DETAILS PAGE 24</a><br><b>EXCLUSIVE!</b> |
| 3<br>NEW | BLOODRAYNE                   | <a href="#">NEW INFO PAGE 28</a><br><b>EXCLUSIVE!</b>                |
| 4<br>NEW | DIE HARD VENDETTA            | <a href="#">HANDS-ON PAGE 30</a><br><b>EXCLUSIVE!</b>                |
| 5<br>NEW | SILENT HILL 3                | <a href="#">NEW INFO PAGE 34</a><br><b>EXCLUSIVE!</b>                |

### ALSO IN monitor THIS MONTH

TAK AND THE POWER OF JUJU.....

PAGE 32



Which forthcoming games would you like to see in Monitor next month? Visit the forums at [au.playstation.com](http://au.playstation.com), email us at [OPS2@derwenthoward.com.au](mailto:OPS2@derwenthoward.com.au) (remember to put 'Monitor' in the subject line) or write by post to Monitor, Official PlayStation 2 Magazine, PO Box 1037, Bondi Junction, NSW 2002. Vote now!

PlayStation®2

**Tom Clancy's  
SPLINTER CELL**

Ubi Soft

M15+  
MEDIUM LEVEL  
ANIMATED VIOLENCE

Rating:M15+

PlayStation®2

**DEVIL MAY CRY 2**

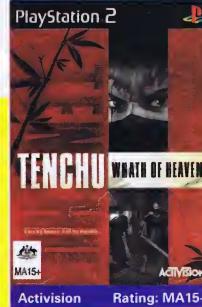
CAPCOM

Rating:MA15+

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PlayStation®2 games!**

Some exclusions apply. See staff for details and latest release dates.



## TOP 5 REASONS TO SHOP AT EB

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# monitor

## HANDS-ON



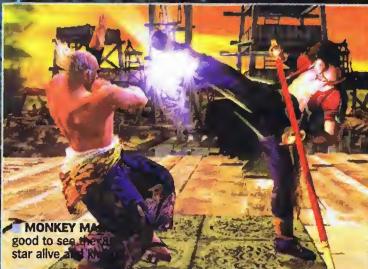
PERCENTAGE COMPLETE

NAME *Soul Calibur 2*  
PUBLISHER EA  
DEVELOPER Namco  
WEB SITE [www.namco.com/games/soulcalibur2](http://www.namco.com/games/soulcalibur2)  
RELEASE June

70%



■ NICE TRY Characters can deflect attacks if they're fast enough.



■ MONKEY MA good to see the old star alive and well.



## SOUL CALIBUR 2

Come close and listen well to Namco's new tale of broads and swords.

**KEEN TO SHARPEN YOUR BLADE?** Even though great titles like Virtua Fighter 4 and Tekken 4 have pushed the boundaries of the beat-'em-up genre, there'll inevitably be fighting game boffins who still view *Soul Calibur* as the greatest slice 'em up of all time. How fitting, that the one to knock it off its lofty perch will be its shiny new sequel. Namco has spent the last year hammering away at the blacksmith's table, making *Soul Calibur 2* into the deadliest showcase of swordplay the world has ever seen.

**WHICH SOULS STILL BURN?** Almost the entire cast from *Soul Calibur* returns, including the Elvis look-alike Maxi, the scantly clad dominatrix Ivy (YES!) and everyone's favourite blind-fighting gimp, Voldo. Some subtle changes in the line-up include Hong taking up the blade in Hwang's absence and Sophitia's sister Cassandra now being cheefly responsible for lewd up-skirt screenshots. Completely new to the



■ SCHWING! We never get sick of watching catgirls.



series are the French swashbuckler Raphael, the prepubescent Talm and exclusive to the home version, Necrid, a hulking beast designed by comic and sculpture legend Todd McFarlane. Each fighter provides a broad variety of finesse, agility and brute force to suit individual tastes.

**WHAT'S NEW ON THE STAGE OF HISTORY?** The main change in SC2's gameplay is the presence of walls in the fighting arenas. The various locations you do battle in can be partly or completely walled in, which does reduce the incidence of matches ending in a frustrating 'ring out', but it can also lead to a whole new world of hurt. Walls can be used to pin your opponent against with brutal combos, but the big surprise is the ability to springboard off walls to launch savage counterattacks. These pros and cons are just part of Namco's efforts to provide the perfect mix of brawling action.





KILLER MOVES Yoga skills have never been so deadly.



OUCH! Nothing like a flaming sword between the legs.

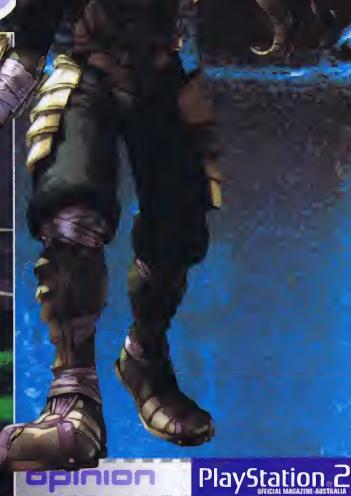


### THE KING OF IRON FISTING

In the original *Soul Calibur*, Namco casually added the Manji Ninja Yoshimitsu to the character roster. This time around, he's joined by his less-than-friendly Taken associate, Helitch. The psychotic Mashima Zaibatsu CEO has his own reasons for possessing the Soul Edge, and he seeks out the mystical blade with the only weapon he needs – his adult nappy.



DON'T JUDGE A BOOK. She may look harmless but she's far from it.



**BUT IS IT FUN WITHOUT YOUR MATES?** Aside from the Arcade, Versus, Time Attack, Survival, Team Battle and Practise modes that we've come to expect, *Soul Calibur 2* heralds the true return of the Weapon Master mode from the PSone classic, *Soul Edge*. Weapon Master mode sees your selected character travelling the globe in search of Soul Edge. Making the search harder are a variety of non-standard scenarios such as tight time limits, having your health constantly draining or an enemy that only takes damage while airborne. In the last game, the only rewards for fighting through this

mode were a couple of pretty pictures, a few extra stages and some added costumes – nice, but definitely a step down from the original game's wealth of bonus material. This time around, after enduring these heated battles, you'll be rewarded with useful new weaponry. This means that not only do you have a number of characters to choose from, but also your selection of steel can give individual characters another set of strategies to employ. With around 200 different weapons in total, that gives you a lot of solo action, and adds immense depth to versus play. □ NO

### OPINION

PlayStation 2

**SOUL CALIBUR 2** marks the return of the greatest slice 'em up of all time. Namco can keep retelling this tale of souls and swords as long as it keeps improving in leaps and bounds. Let your piggy bank know its days are numbered.

#### WHAT WE WANT

This game, as soon as possible and more Isabella 'Ivy Valentine screenshots, please!

#### WHAT YOU WANT

Marvel King thinks it will become the greatest 3D fighter ever!

#### WHAT THEY WANT

For the gaming public to think '*Soul Calibur 2*' when they think 'fighting game'.

#### HOT OR NOT?

FRIDG

TEPID

WARM

HOT

BOILING MELTDOWN



NAME X-Men 2: Wolverine's Revenge  
PUBLISHER Activision  
DEVELOPER Activision  
WEB SITE [www.activision.com](http://www.activision.com)  
RELEASE April

PERCENTAGE COMPLETE

80%



■ C'MON BUDDY "I know you're a killer robot but put some pants on."



## X-MEN 2: WOLVERINE'S REVENGE

*The man with the claws carves up more slices of human sushi!*

**WHAT'S THE STORY?** During the hours OPS2 spent cutting its way into this classy brawler, only a handful of clear plot details were revealed, but we still found some juicy details. As they hinted at in the closing minutes of the first X-Men movie, Wolverine has returned to the arctic research facility that was responsible for coating his bones with adamantium and equipping him with his claws. After discovering that, as well as his claws, the facility implanted a lethal virus in him, Wolverine starts his search for the men responsible. He also bumps into his old nemesis, Sabretooth, at the facility and it appears he was another subject of the bizarre experiments.

**WILL WE BE CUTTING LOOSE?** Wolverine's razor sharp adamantium claws can cleave their way through anything in a flash, so it's safe to expect lots of slicing and dicing. As well as making a mess of his enemies, Wolverine can use his claws to cut through barbed wire fences and locked doors. Unfortunately, not every door can be cut through, and for some inexplicable reason enemies need to be slashed a few times before they drop, but we're prepared to give the developers a little creative freedom. To make the action a little more challenging it's also necessary to

sheath Wolverine's claws before his healing factor kicks in and replenishes the health bar.

**CAN HE FIGHT?** As well as being able to cut a mean streak, Wolverine can dish out all sorts of extreme violence. After softening up enemies the ability to perform a Strike attack will flash on screen. Depending on the position of the enemy and the number of enemies surrounding him, Wolverine will unleash a number of different attacks. Some will see him simply cut his victim to pieces, but he also knows wrestling tricks like piledrivers and is capable of killing two opponents out at once in a flurry of punches and flip-kicks. Wolverine can even learn new Strike attacks as he progresses through the game.

**WHAT'S THAT SMELL?** Wolverine didn't get his name just because he's short and hairy. The little bloke was born with a mutant power that allows him to sniff out the sent of his prey. Transferring this into the game was a little tricky but Activision has pulled it off nicely. By pressing L2 players can enter Wolverine's Sense mode, giving the entire game an orange hue and allowing him to track people by their scents, represented as stinky green trails. ||| NP



## opinion

PlayStation 2  
OFFICIAL MAGAZINE AUSTRALIA

**X-MEN 2: WOLVERINE'S REVENGE** is packed with razor-sharp action and looks set to become the year's best superhero title. The boss battles with Sabretooth and Juggernaut are some of the greatest we've seen.

## WHAT WE WANT

- A little more polish for the fighting controls – it still feels too wooden.

## WHAT YOU WANT

- X-Men fan Steph. O-Mac says
- "I just hope that Jubilee and Kitty Pryde are in it!"

## WHAT THEY WANT

- An X-Men game that lives up to the high standards set by the comic and the latest movies.

## HOT OR NOT?

|        |       |      |     |         |          |
|--------|-------|------|-----|---------|----------|
| FRIGID | TEPID | WARM | HOT | BOILING | MELTDOWN |
|--------|-------|------|-----|---------|----------|

## THE CUTTING EDGE

OPS2 sits down with Rob Letts, executive producer on Wolverine for the inside slash on this killer game.

What aspect of Wolverine's character do you think has been most successfully recreated in the game? We thought long and hard about the mutant abilities of Wolverine and tried to tailor the gameplay to really bring his awesome potential to life. We think players will have a lot of fun with the combat system, which allows silky smooth, full eight-direction character movement with a huge array of moves. It also enables skillful players to unleash some amazing Wolverine 'Strike' moves - allowing multiple enemies to be taken down in a single flash of claws!

We've also worked Wolverine's heightened senses into the game and there are some clever applications in this area for players to discover. You'll have to employ your senses to provide valuable clues to complete the game and use stealth to overcome some tricky situations.

One of the Hulk videogame's main drawcards is its completely destructible environment. With Wolverine's claws being able to cut through anything, why wasn't this possible in your game? There are destructible elements to the environment in the game but we prefer to get our fun in other ways. Remember, although Wolverine's claws are razor-sharp and unbreakable, Wolverine himself is only as physically powerful as a very (make that, very) strong human being, so there has to be some limitations to what he can slice and dice. Besides, hitting a moving target is much more fun and skillful than simply smashing the place up. After all, boards don't hit back.

Are any of the events in the game based specifically on the second X-Men movie? Whilst we compliment the movie in some aspects by sharing some characters and one of the principle locations, this game is a completely original Wolverine story you won't find anywhere else.

What's the most devastating move Wolverine can perform in the game?

The Strike move system we have in the game gives players some amazing moves whether they are in combat against multiple enemies simultaneously, stalking their prey in stealth mode or facing-off against some of the meanest super-villains in the Marvel universe.

What are some of the other Marvel comic characters that appear in the game?

The unstoppable Juggernaut, arch-nemesis Sabretooth, Magneto the master of magnetism, the flesh-eating Wendigo and even Lady Deathstrike herself. You're going to need that accelerated mutant healing factor! With Mark Hamill starring as Wolverine and Patrick Stewart as Professor Charles Xavier, this is the definitive outing for Wolverine on next-gen console systems.



■ FLIP KICK Jackie Chan eat your heart out!



■ STRIKE YOU'RE OUT Wolverine can do devastating Strike moves on his enemies.



■ HEALING TOUCH Wolverine must retract his claws before he can heal.



# monitor

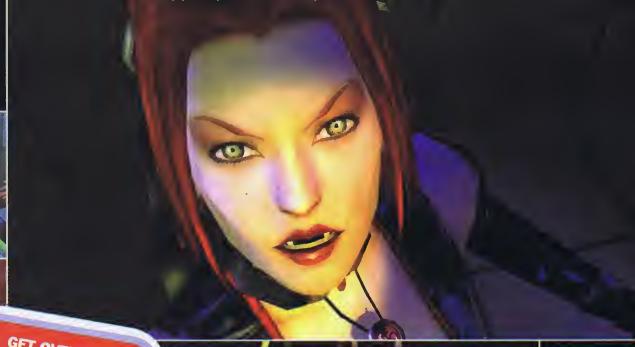
## NEW SCREENS

BLOODRAYNE

NAME BloodRayne  
PUBLISHER Vivendi Universal  
DEVELOPER Majesco  
WEB SITE [www.bloodrayne.com](http://www.bloodrayne.com)  
RELEASE April

PERCENTAGE COMPLETE

90%



**GET OVER HERE**  
Taking a trick from Mortal Kombat's Scorpion, BloodRayne can spear her victims with a rope and harpoon, then reel them in and feed on their blood. This tactic allows BloodRayne to feed much easier but it also leaves her vulnerable for longer.



■ A BIT BACKWARD BloodRayne imitates Max Payne's moves below.



■ NEED A SHOEHORN? Fitting into that outfit wouldn't be easy for our vampiric vixen.

### Big guns and bouncing boobies never looked so good!

**SO SHE'S THE ONE THEN?** With her fancy spin kicks, high jumps and slow motion cartwheels, agent BloodRayne could give *The Matrix*'s Neo a run for the baddest ass on the block. Like Blade, BloodRayne has all the strengths of a vampire, without any of the weaknesses. Her enhanced speed and strength come in handy during combat and her ability to feed on enemies to recover health doesn't hurt. For the ultimate in style, while feeding on a victim's neck BloodRayne can pivot the body so that it protects her from any bullets being fired in her direction.

**HAS SHE GOT THE LOOK?** Like all good vampiric vixens, BloodRayne has multiple vision modes to help her track down prey more easily. As well the regular garden variety vision, BloodRayne can see the world in a sort of infra-blue mode that highlights her victims and objectives as bright flashes of colour. Her coolest

vision trick is an adrenaline induced battle view that allows her to effectively slow down time. While using the slow-motion vision BloodRayne can move fast enough to dodge bullets while she moves in for brutal kills that would normally be too difficult to try. Although heavily inspired by *The Matrix*, this mode is a great addition to the standard combat.

**CAN IT TAKE CARE OF ITSELF?** When it comes to bliffo, this game has the goods to put most action titles to shame. It's almost like the designers made up a checklist of every cool combat trick in the book, then worked every last one into the game.

**PICKING UP WEAPONS FROM THE BODIES OF FALLEN ENEMIES?** Yep, big red tick! The developers were obviously aware of how frustrating it is to kill an enemy and stare helplessly at the machinegun in his





■ SPIDER-MEN Eight legged freaks are everywhere in this game.

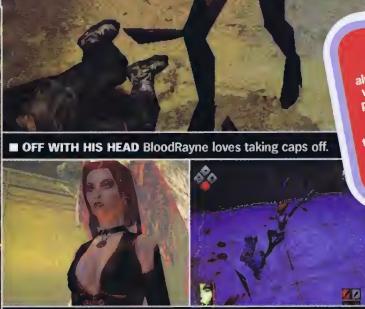


#### BLOODRAGE

As if BloodRayne wasn't already crushing at the teams with cool attacks and super powers, when she gets really mad it's possible to unleash her Bloodrage mode. During this mode her attacks do twice as much damage and moves like normal slashes turn into sword-swinging frenzies.



■ TIGHT SPOT Bet he has trouble finding shirts that fit.



■ OFF WITH HIS HEAD BloodRayne loves taking caps off.

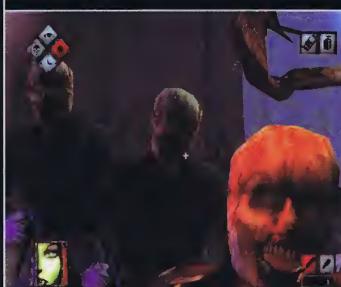


■ DEATH FROM BEHIND He'll never know what hit him!



hands, knowing you have no choice but to continue on fighting with your piss-weak pistol. Not only can BloodRayne pick up any pistol, shotgun, machinegun or grenade in sight, she can also mix and match, hefting a shotgun in one hand and a pistol in the other.

**BIG CROCODILE DUNDEE-STYLE KNIVES?** Yep, another big tick therel BloodRayne has two foot-long switchblades that are permanently attached to her forearms. Whenever she gets up close and personal she can flick these blades out and carve up some juicy zombie steaks.



**LOTS OF GORE?** Very big tick! As well as the gallons of claret that fly about the screen whenever any blades or bullets hit flesh, BloodRayne can use her blades to slice body parts off her enemies at will. Heads, hands, arms and legs can all be hewn off with disturbing ease. And it must be said, that BloodRayne's slow-mo-vision makes the sight of a decapitated head flying across the screen amidst a spray of blood particularly gruesome. BloodRayne's gore is enough to makes the fatalities in *Mortal Kombat* look like Warner Bros. cartoons.

**WHO DO YOU KILL?** With blood, body parts and bile spraying about so regularly we'd want to be killing something that's not human, like zombies or politicians,

right? Yep, in the good old videogame tradition, BloodRayne restricts her kill-crazy-rampages to swamp mutants, giant spiders and Nazis. Quite how our blood-sucking secret agent managed to make enemies of so many different types of nasties isn't clear yet, but the important thing is that battling them is tonnes of fun. Whether BloodRayne is having gunfights with giant spiders in murky swamps or sneaking around underground bunkers in search of Nazis to kill, the action is always stylish and enjoyable. □ NP

#### OPINION

PlayStation 2  
OFFICIAL MAGAZINE - ISSUE 84

**BLODRAYNE** combines the best bits of everything from *The Matrix*, *Max Payne*, *Blade* and *Return to Castle Wolfenstein* to come up with a slick action title.

##### WHAT WE WANT

■ The usual: tighter controls, a smoother frame rate and a smarter camera.

##### WHAT YOU WANT

■ ItchyScratchy thinks that BloodRayne is twice as hot as Lara. I can't wait to see her in action!

##### WHAT THEY WANT

■ To convince punters that it has the perfect blend of looks, action and challenge to demand purchase.

##### HOT OR NOT?

FRIGID

TEPID

WARM

HOT

BOILING

MELTDOWN

**DIE HARD**

NAME *Die Hard Vendetta*  
 PUBLISHER Vivendi Universal  
 DEVELOPER Bits Studios  
 WEB SITE [www.diehardvendetta.sierra.com](http://www.diehardvendetta.sierra.com)  
 RELEASED April

PERCENTAGE COMPLETE

80%



# DIE HARD VENDETTA

*McClane's back, and this time he's mixing shooting with sneaking.*

**MORE CRICKLEWOOD THAN CENTURY CITY?** An anonymous office in North London is the innocuous ground-zero for the latest game featuring America's unluckiest cop, John McClane. Nothing like The Fox Plaza, the towering location for the original film. It is, however, the headquarters of Bits Studios, the veteran UK coders bringing the million-selling *Die Hard* franchise onto PlayStation 2. Of course, McClane is up to his usual tricks, this time saving LA and his rookie cop daughter from the evil schemes of the sons of Hans Gruber, the terrorist he killed in the first film.

**HAVEN'T I SEEN THIS GAME ALREADY?** Possibly. *Die Hard Vendetta* was released on GameCube but, as you'd expect, the PS2 version packs a much bigger punch. While enemies are better balanced and frame rate issues have been sorted, the major addition is a four-way Multiplayer mode. It features deathmatch (in which Bits is hoping to have a staggering 14 different levels), team deathmatch, capture the badge, tag-team and king of the hill options, as well as a boxing-tastic Rumble free-for-all.

**SO WHAT IS THERE FOR THE LONE GAMER?** The key gameplay mode is the Stealth mode. As well as enabling players to move without being heard, it

includes the grab command, allowing enemy soldiers to be taken hostage. If you get hold of a squad leader for example, the rest of his troops will disarm and surrender. Alternatively, you could just sneak around, dragging the guards into the shadows and taking them out with your silenced pistol. Another neat touch is 'hero time', although this take on Max Payne's 'bullet time' is only instigated when you've done something truly heroic. □ JJ

**OPINION****PlayStation 2**

OFFICIAL MAGAZINE AUSTRALIA

**DIE HARD VENDETTA** has a highly structured plot but, in a similar way to *Deus Ex*, gives players the freedom to make their own way through levels – so you get to think as well as shoot.

**WHAT WE WANT**

■ A well-balanced single-player game with great cut-scenes, and frantic Multiplayer mode.

**WHAT YOU WANT**

■ Genocide will be pleased that the PS2 version of DHV has "a completely new auto-aim system."

**WHAT THEY WANT**

■ The shooting action of *GoldenEye*, the cinematics of *Half-Life* and better sales than both.

**HOT OR NOT?**

FRIGID

TEPID

WARM

HOT

BOILING

MELTDOWN



**VAGRANT STORY**  
A tramp disguise allows McClane to get up close guards.



**GOTCHA!** Taking enemies hostage in Stealth mode is crucial.



**SPREAD YOUR LOVE** Every FPS game has to feature a minigun. Vendetto is no exception.



**DUCK AND COVER** Missions provide plenty of shadows which help you to avoid alerting guards.

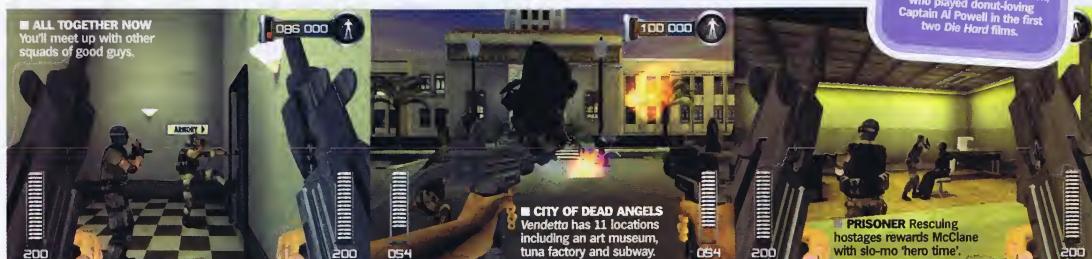


**LIVE IN THE MOVIES**  
Taking out the final enemy in a section triggers a slo-mo cinematic.



**HOT WORK** The flame thrower is a spectacular weapon.

**DID YOU KNOW?**  
The two hours of in-game dialogue include the voice talents of Reginald VelJohnson, who played donut-loving Captain Al Powell in the first two *Die Hard* films.



**ALL TOGETHER NOW**  
You'll meet up with other squads of good guys.

**CITY OF DEAD ANGELS**  
Vendetto has 11 locations including an art museum, tuna factory and subway.

**PRISONER** Rescuing hostages rewards McClane with slo-mo hero time.

## THE MORE THE MERRIER

Blow your mates away with *Die Hard's* Multiplayer mode.



### THREE'S NO CROWD

Instead of splitting the screen into quarters when three are playing, player one gets half the space so nothing is wasted – except the opposition!

### CONTROL OPTIONS

Bits has provided plenty of flexibility in terms of player controls – both speed of response and turn rate can be tweaked.

### COMPLETIST DIE HARD

All the character models in the single-player game are available in multiplayer. They can be unlocked by completing the game on the hardest setting.

### EASY SHOT

It's not just frags that matter. Taking someone out with your bare hands in Stealth mode will award more points than a gun kill.

### PERFECTLY FORMED

Some of the smaller levels are designed to be played with two players.



NAMESAKE: *Tak and the Power of Juju*  
PUBLISHER: THQ  
DEVELOPER: Avalanche  
WEB SITE: www.thq.com  
RELEASE: November

PERCENTAGE COMPLETED

50%



FEEL THE EARTH MOVE Tak unleashes some earth magic.



TAK THAT As well as magic attacks Tak can dish out some serious biff.



## TAK & THE POWER OF JUJU

What's this, then? Could we have a new hero in our midst?

**TAK OR TACKY?** *Tak and the Power of Juju* is one of the most exciting prospects OPS2 has seen in a platformer since Ratchet & Clank. Tak has been specifically developed for the game, although you'll soon be seeing him star in his own show, courtesy of Nickelodeon – America's most successful children's TV network.

**JUJU – HUH?** Being set in an ancient tribal world sees the gameplay revolving around magic. Juju (magic) plays an important role in the development of Tak's character, as well as the unravelling of the plot. Tak is a shaman's apprentice and you must recover moonstones to overcome the villain (an evil Juju man) and to ultimately save and reinstate peace on the Moon of Juju.

**SAME OL' SITUATION?** The game is somewhat from final completion. At this stage though, the game does showcase new ideas and cute features, although it's difficult to say whether it will be regarded as a truly groundbreaking platform experience. OPS2 has its fingers and toes crossed though!

**GOOD VS EVIL** In your quest against evil, Tak must master a whole gamut of skills within the sprawling and lush jungle environments. From our 'hands on', we had to unlock puzzle combinations, jump gaping chasms, appease Gods and master a whole range of

things like the spirit rattle, blowpipe and pole vault.

**MOONSTONES AND MYSTICS** Even though the game's content may seem somewhat whimsy, don't be fooled. The gameplay is already firming up and the rippling water, real-time lighting, moving plants and shadows are looking great.

**APPEASE THE GOD?** Only time can tell if this one's worth waiting for. But at this minute it's looking hot! □ RY

## opinion

## PlayStation 2

OFFICIAL MAGAZINE OF THE YEAR

**TAK & THE POWER OF JUJU** is looking impressive despite being so early in development. This solo non-linear adventure has the markings of a true epic, and we're hopeful it will mature into a gem to remember. OPS2 will be following this baby closely!

## WHAT WE WANT

- More unique puzzles and gameplay outside the square!

## WHAT YOU WANT

- A new title to take your breath away – just like Mario 64 managed way back in '97!

## WHAT THEY WANT

- With Tak's concurrent TV gig, they want Tak to be the biggest star since Sara Marie Fedele!

## HOT OR NOT?

FRIGID

TEPID

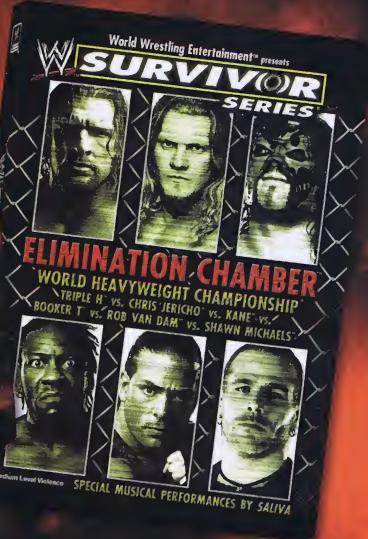
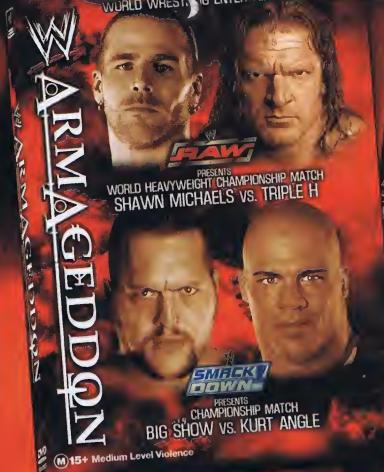
WARM

HOT

BOILING

MELTDOWN

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BANDAI  
VISUAL

SIREN  
ENTERTAINMENT

## HANDS-ON

**SILENT HILL 3**

|           |  |
|-----------|--|
| NAME      | Silent Hill 3  |
| PUBLISHER | Infogrames   |
| DEVELOPER | Konami   |
| WEBSITE   | <a href="http://www.konami.com/silenthill3/">www.konami.com/silenthill3/</a> |
| RELEASE   | May  |

PERCENTAGE  
COMPLETE:  80%



■ NOT AGAIN Looks like another tomato sauce fight broke out.



■ WHAT'S THAT? Not really sure about this but it's scary!



■ BATH TIME Heather looks around for her bottle of bubble bath.



WHAT'S THE BEEF?

Silent Hill 3 gives players a nasty new weapon to unleash upon their foes: the Liver Beef Jerky. Dropping this bad boy on the dogz will cause the zombie dogs to stop for a snack and give you the chance to break up behind them and brain them over the back of the head with a steel pipe. Pure genius.



■ BLEARGH Heather really should have steered clear of that pumpkin soup.



## SILENT HILL 3

The silent but deadly monster lurches another step towards perfection.

**HOW SCARY CAN IT BE?** If your credit card is still recovering from the therapy bills after playing *Silent Hill 2* then you'll need to start scraping some serious cash together for *Silent Hill 3*. Konami's new freak show is crammed with enough horrors to give players the sort of brain damage that only teams of qualified psychologists will be able to scrape back together.

**WHAT'S THE STORY?** Konami is remaining predictably silent about the plot underlying its latest horror epic. What we do know is that *Silent Hill 3* revolves around the plight of Heather, an innocent lass who finds herself running from a city full of mutated terrors. The game begins as Heather explores a theme park on a dark and misty night. Instead of friendly amusement ride operators and lines full of impatient youngsters, this not-so-fun park is filled with giant, fleshy troll-like creatures and semi-decomposed Dobermanns covered in bloodstained bandages. Adding to the sickening atmosphere are a number of large pink rabbit mascots with rotting corpses stuffed inside them.

**TELL ME IT'S NOT A DREAM?** In one of Konami's less inspired creative ideas, after Heather battles through the theme park she wakes up from a bad dream to find herself sitting safely in a local diner. While the plot device is painfully average, the graphics on

should could steal your eyes away from Jennifer Lopez in a g-string. It's hard to make out many details in the dark and misty sections but when the grainy filter was removed for the sunlit scene in the diner *OPS2* was stunned by the quality of the details popping out of every texture. It's the character model for the lovely Heather that's the show stealer though. Her free flowing hair, and photo-realistic details down to the last freckle, make earlier beauties like *Final Fantasy X*'s Yuna look like lifeless mannequins. □ NP

### opinion

### PlayStation 2

OFFICIAL MAGAZINE AUSTRALIA

**SILENT HILL 3** and its gorgeous star Heather make for an assault on the eyeballs of unmatched quality, but we've yet to see much in the way of brutal new zombie-killing weapons or brain-haemorrhage-inducing puzzles.

WHAT WE WANT

■ Awesome new weapons and puzzles. ■ reckons "Silent Hill 3" is the previous games We know Konami can make them but we want to see some.

WHAT YOU WANT

■ rabidgoran1945 To take the feel of the game out of the water in terms of graphics! ■ To bring it into an entire city full of creepy crawlies.

WHAT THEY WANT

■ To take the feel of the game out of the water in terms of graphics! ■ To bring it into an entire city full of creepy crawlies.

HOT OR NOT?

FRIGID

TERID

WARM

HOT

BOILING

MELTDOWN

# THE GROUND BREAKING SCIENCE FICTION FILM

## TRON

2-DISC SET

20TH ANNIVERSARY  
COLLECTOR'S EDITION

One of the first films to base its story almost entirely around computer-generated effects.

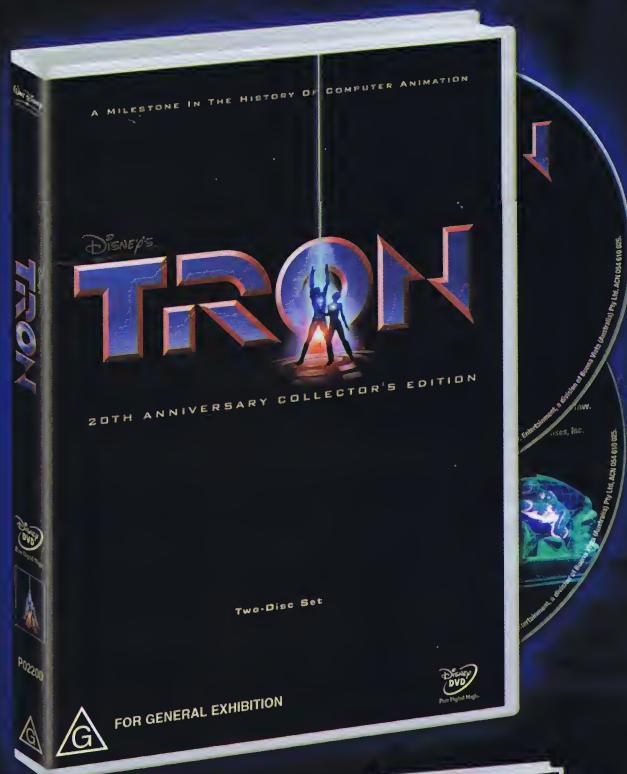
### DISC ONE

- Audio commentary with Steven Lisberger, Donald Kushner, Harrison Ellenshaw and Richard Tyler
- Feature film restored and remastered
- 5.1 Dolby® Digital Sound

### DISC TWO -

#### Bonus Features

- Development
- Digital Imagery
- Music
- The Making of Tron
- Publicity Trailers
- Deleted Scenes
- Design
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**Target.**

**Virgin**

**PRIMAL BLOKE!**

# CHRIS SORRELL

Studio Cambridge's Creative Director reveals some of his *Primal* instincts.

**How did you come to be Creative Director on *Primal*?**

After finishing *MediEvil* for PSone I was tasked with developing new game concepts. *Primal* wasn't originally going to be our first next-gen title. Our initial idea was a game along the lines of *Starship Troopers*, but it didn't seem to be breaking any new ground, which is when we came up with *Primal*.

*Primal* is looking to be one of the most technically adept PS2 titles yet. What do you consider to be its standout achievements?

I think it's the game as a whole really – the sum of the parts. In particular I think the dynamic loading lends the game continuity and consistency. It adds to the scope of the game.

**"WE WANTED A STRONG FEMALE LEAD, NOT JUST A SEX KITTEN"**

You've blended typical adventure elements with traditional beat-'em-up elements. How difficult was it to integrate the two styles?

It wasn't something we consciously thought about – it just seemed like an interesting mix. We were making an adventure game but wanted to give Jen combat abilities in more than just a 'hammer a single attack button' style.

How many stages of development did you go through before you decided you'd got Jen and Scree's characters just right?

Scree's first design has remained to this day but Jen was more complex. We wanted to have a female lead who was a strong character, not just a sex kitten, bimbo stereotype. Her character also needed to work when she turned into her demon form. In the end, we did this by making her slightly alternative-looking and by giving her leather trousers. Her looks are loosely based on Eliza Dushku from *Buffy The Vampire Slayer*.

**How much time was spent on making her breasts wobble perfectly?**

Longer than you might expect. And they still need tweaking. We were going for realism rather than the titillation factor. It doesn't help that in one of the game trailers we had her running past the camera in slow motion. It was all a bit *Baywatch*. Oh well.

**Is it possible to become emotionally attached to game characters? Will you miss working with Jen and Scree?**

Yes, I think we will. After all this time I'm still not sick of them. And even though we've read the script hundreds of times it still raises a smile among the team every now and then. They're characters that we've enjoyed working with. Hopefully, if *Primal*'s a success, we haven't seen the last of them.

**How's the beard coming along?**

There aren't many beards here at Studio Cambridge. But the one we do have is formidable. He's famed for his beard as much as his programming talent. □ GW

**PRIMAL DREAM**

Chris spent a lot of time fiddling around with Jen's breasts. It's his job!

**CURRICULUM VITAE**

Name: Chris Sorrell  
Job title: Creative Director, Studio Cambridge  
Nationality: English  
Date of birth: 21/04/72

**Gameography:**

1994 *James Pond 3* (PC/Amiga)

1998 *MediEvil* [PSone]

2000 *MediEvil 2* [PSone]

2003 *Primal* [PS2]

**Hobbies:**

More work

Favourite director:  
Tim Burton

Favourite authors:  
Glenn David Gold,  
JK Rowling

Favourite band:  
Nine Inch Nails

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**'No, I can't see him, officer'**

Born into a family of the world's great jewel thieves. His mission: to reclaim his family's honour and their stolen book on the secrets of thievery. You'll use more than muscle to help him outfox the law and outwit the bad guys. Bravery, deceit, cunning and stealth are his stock in trade. But remember, you're only human.



PlayStation 2

# LARA CROFT TOMB RAIDER

*the angel of darkness*

## SIX MILLION DOLLAR GIRL

Unlike Michael Jackson, Lara isn't afraid to show off the results of her cosmetic surgery. Those tricky blokes at Core Design have given her a nip here and a tuck there to create one hell of a goodlooking game.

**IF YOU HAVEN'T BEEN** keeping up with the legendary Tomb Raider saga, you'd be forgiven for thinking the series was pretty much over, considering her last PlayStation outing was back at the turn of the century. Had it not been for Lara's successful big screen debut, gamers might well have laid down their tomb raiding tools long ago. The fact is, right now it's crunch time in the lifecycle of the *Tomb Raider* phenomenon.

Almost as far back as the dawn of the PlayStation, every Christmas for five years running, we've been treated to a truly delicious dish of puzzle driven adventures starring Miss Croft. But even Lara has struggled to remain enthusiastic through the thousands of gunfights and block puzzles she's faced in her first five games. While movie goers have been lapping up steamy shower scenes of Lara, Core Design has gone back at the drawing boards, creating what it hopes will be the next major leap forward for the series. OPS2 recently took the opportunity to wiz around the corridors of Core Design's offices, taking notes on how the new game is coming along, chatting with members of the team, and generally

making a nuisance of ourselves.

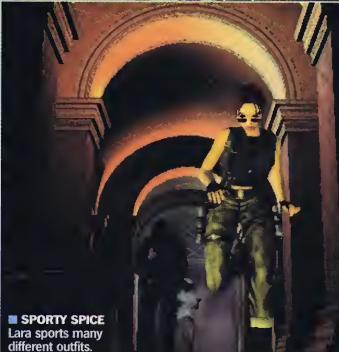
The extended vacation we've been experiencing since Lara's last tomb ransacking adventure had always been part of Core's blueprint. For those not big on sticking games out until the credits role, the climactic finale of *The Lost Revelation* saw Lara trapped within an Egyptian Temple, leaving players wondering if she was left to perish, or somehow miraculously survived. With her future not clearly resolved, this gave the developers the opportunity they needed to make a fresh start on this new game, and also to make some overdue changes to the game dynamics. In bringing Lara back, the team knew it was the perfect opportunity to remove her from her usual surroundings, change the way she interacted within the environment, even (heaven forbid) give the whole rummaging through tombs a miss. Though they knew they couldn't very well bring her back from near death as a weird new life form or remove too much of what players have embraced so often over the years (even though Buffy seems to get away with it). What they chose to do first was alter the situation she finds herself in by dramatically



■ LARA BOUNCES BACK With both barrels blazing.

### ARTWORKS OF MASS DESTRUCTION

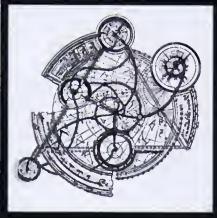
Both Kurtis and Eckhardt are desperate to get their hands on The Sangiyah. It's made up of five metallic objects that were hidden within the Obscura paintings in the 1300s by Kurtis' forefathers. The artworks were then cast to the four corners of the world for safety reasons. When fused together they create an artefact of devastating power. On its own it's powerful, but when aided by the alchemy glove the items unleash almost limitless power.



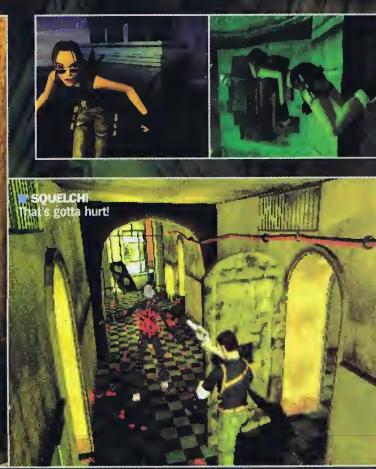
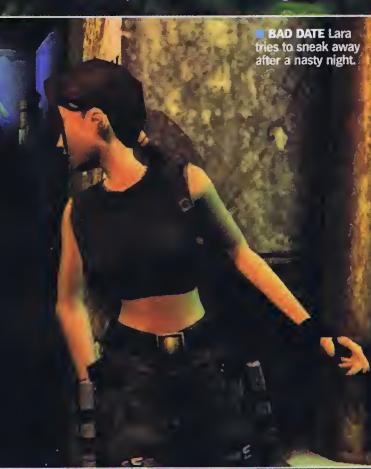
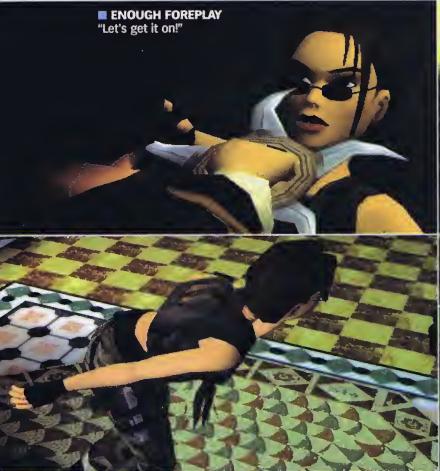
■ SHOT DOWN  
"I told you not to call me 'Sweetiepie'!"



■ SPORTY SPICE  
Lara sports many different outfits.



### ■ ENOUGH FOREPLAY "Let's get it on!"



changing both the locations and circumstances she's normally accustomed to. Rather than the bright, well-to-do adventuring type that everyone admires, she is now framed and being pursued by the law for multiple murders, one of which is her former mentor, Werner Von Croy. This dramatic opening sets the tone for what is most definitely a much darker, more mature game.

Von Croy's murder takes place during the game's impressive opening cut-scene. During it, we find out Lara has turned up at his office in Paris after a desperate request from him, begging for Lara's help. Adrian Smith, Operations Director at Core Design explains, "The events are not going to be made completely clear at this point to gamers, but what they do see is Von Croy fly out of his chair, pushing Lara to the ground. The next thing we see is Lara coming to the floor covered in blood. Von Croy is dead, police are surrounding the location, and Lara is standing there holding her gun. In a state of confusion, there is little else she can do but make a quick escape to try and work out what has taken place."

At this early point in the game, players will not be sure whether Lara is responsible for Von Croy's murder. It's only after a few more cut-scenes that revisit the same scene in Von Croy's office that further details will be revealed, including the true killer's identity. Soon after the events in his office, Lara learns from reading Von Croy's diary that he'd been hired by someone called Eckhardt to find the 14th Century missing 'Obscura' paintings. When Von Croy discovers his employer has sinister plans for these paintings he calls on Lara.

The development of *Angel of Darkness* began almost three years ago. "The first six to eight months," says Adrian, "we spent going through the story, working out some of the new game elements, freshening up the look of Lara, and going back over lots of Tomb Raider history. We looked at what was successful with gamers and what didn't work."

In knowing it had the chance to approach things differently this time, Core Design set itself a series of goals on the project. The first one was to create a storyline that spanned across a series of separate games. Adrian explains, "The idea

for this came from looking at things like *The X-Files*, which does it particularly well in our opinion. You can watch six key episodes of *The X-Files* and get the feeling there is a big sinister plot, or you can watch however many dozens of other episodes and yet you always know that you're never going to quite solve it, and that was the sort of idea we liked for this game." While the main thread running through this first part of a new trilogy sees Lara trying to prove her innocence and track down the missing paintings, an underlying theme will be established that continues throughout the next two games.

Among the various goals Core set itself, the most interesting ones involve the new gameplay elements, which include a way of evolving Lara's character so players can increase her abilities, multiple paths between destinations, enhanced character interaction with variable outcomes and the introduction of a secondary playable character.

Players who are prepared to fully explore the AOD's surroundings will be rewarded with upgrades. ↗

These come in the shape of upper and lower body improvements.

And no before you ask, we're not talking bigger bust sizes, but rather the added ability to perform certain tasks. The game will eventually give you the required abilities to continue, but seeking them out first gives you the chance to explore much earlier. "An example of how this might be an advantage," explains Adrian, "is by finding a crowbar and jimmying open a door, you might get a lower body upgrade. You could then go back a level, and kick a door in somewhere and pick something else up."

The same goes for upper body upgrades. Earning one might mean you can then shimmy along a ledge and reach a new area, or climb up tricky surfaces.

Having newfound abilities to access certain areas, leads to another of *Angel of Darkness'* new features; multiple paths. While each location will include a beginning and an ending, there will be a number of different ways to get there. Depending on the player's experience and available upgrades, there will always be a straightforward path, as well as more complex routes. Some will require the use of the body upgrades, while some will simply

require patience and a steady hand.

The interaction between Lara and other characters is key. Is not only a mechanism for driving the story forward, it will also affect how much of the story is revealed and, in some instances, direct the actual gameplay. Unlike other games, the system in *Angel of Darkness* relies on whether players take an aggressive or passive approach to conversations. One example of this sees Madame Carvier, a friend of Von Crox, tell you about an important diary of his that she has. If you're aggressive towards her she simply will not give you the diary. You'll still be able to gather the necessary information from other sources but you will be made to work for it if you fail with Carvier.

A brave move by Core Design has been to introduce the new playable character, Kurtis Trent. Although players won't get their controllers on him until well into the game, he'll feature regularly in cut-scenes throughout the game. "We were quite conscious of introducing a second character," says Adrian, "because you know it's *Tomb Raider* and *Lara Croft*. We also read and saw a lot about what people said about playing *Metal Gear Solid*. I hated loosing

that connection with Snake. I wanted to be Snake! We didn't know *MGS* would be having two characters at this point, but we'd already made the decision that when you played Kurtis, you should never lose that link with Lara. It's never like you're done with Lara. The two actually work together. And you'll always come back to Lara, as there's no way of finishing this game with Kurtis."



Though Lara now sports dozens of new moves, she remains agile and just as athletic. Her movements have also been greatly enhanced by more fluid animations and controls. Just as cleanly animated, Kurtis is better suited to the muscle work, and is much more geared towards action, plus he has some pretty handy telekinetic tricks up his sleeve.



■ DOUBLE TROUBLE Evade the Dumb and Dumber twins.



■ HOW TO GUIDE Make sure you break necks the right way!



■ I LIKE THIS ONE Lara shows off some of her favourite positions.



■ GREAT ASSETS Lara sure has the goods.



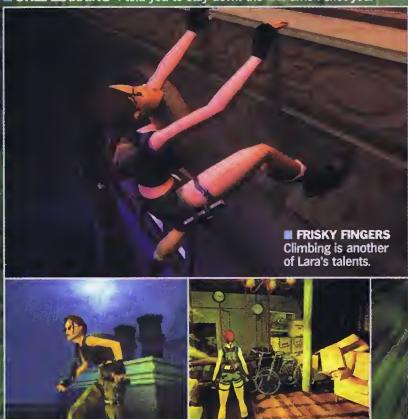
## LAST CHANCE GRAB

In previous adventures, if Lara placed one foot wrong or slipped from the edge of a cliff it usually resulted in instant death. Now with a last chance grab feature, there is added hope for survival. Gary Reading, PR manager at Core Design explains, "With [Lara's] grip, the speed that it decreases slows down as her upper body attributes increase, so you can hold on for longer in situations where you're crawling along ledges, for example, and you can't quite make it to the end because you keep dropping off, you'll be able to get there once you increase your upper body attributes."



## LARA HOOKS UP

During the early development of *Angel of Darkness*, Core Design toyed with ideas like downloadable episodes and bonus material. "We hoped that the PS2 online stuff would have been sorted a lot sooner than it has been," explains Adrian Smith, Operations Director at Core Design. "We wanted to have the ability to be able to download tips, character profiles, and bolt-on levels and extra rooms, but obviously not this time around. We definitely feel that's the way to go but it's a case of waiting for the hardware side of things to get up and running and working properly. We're also aware that you can't force people onto the net to find stuff or to be able to finish the game, it's just going to be something that adds to the experience without actually being compulsory."



■ FRISKY FINGERS  
Climbing is another of Lara's talents.



The more interesting elements of Kurtis are his psychic powers. Players will be required to use his supernatural gift for such tasks as moving objects like keys, seeing around corners and controlling his Chirugal blade. In the same way a boomerang works, this blade can be thrown at an enemy before returning automatically to Kurtis.

*OPS2* is not giving away too much of the story at this point but rest assured that there are more twists and surprises in *Angel of Darkness* than all the previous games put together.

What we can tell you is that the first game in this trilogy will stretch across three different areas of gameplay. The first, set in and around Paris takes in the downtown suburbs as well as the seedier back streets. Players will need to adjust to the new control style. Lara is also without weapons during this early stage, so a high degree of stealth must be used. She now has an array of new moves

to use, such as crouching, hiding in shadows and chokeholds. Players will also need to spend time interacting with non-playable characters in order to find out essential information about the storyline.

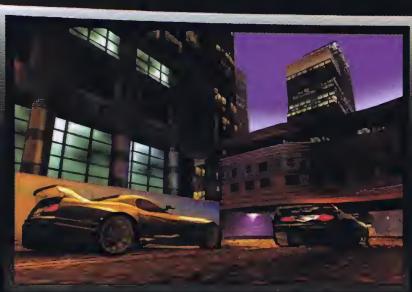
The middle section of the game is set inside the famous Musee du Louvre and the eerie Catacombs beneath the city. Expect the action element to be in full force during this section, with a solid dose of traditional switch flicking, puzzling, solving and physical dexterity required. The last part of this chapter is geared more towards action and shooting than anything else. This is where players get their first chance to jump into the psycho boots and psychic mind of Kurtis. "Kurtis is a character who shoots first and asks questions later," explains Adrian. "We felt that that was one of the advantages of bringing the second playable character in. As you know, Lara isn't exactly a cold-blooded killer, and the game mechanics in

the past have never really been about the shooting elements, but if we introduce Kurtis that could be more of his strength and skill set."

The action in this section takes place in Prague and the hi-tech headquarters of Eckhardt's sinister organisation, the Cabal. Players will need to make use of both Lara and Kurtis' advanced skills as the game's final showdown draws closer.

As *Angel of Darkness* is Lara's first outing on PS2 there are improvements everywhere you look. Lara herself has been completely remodelled, using ten times the polygons used in the original model, resulting in more life-like mannerisms, and independent movement of body parts such as shoulders and fingers. Some of the environments in the game are among the most detailed in any PS2 title yet. Players can expect further visual treats with various real-time weather, lighting and reflective map effects.

One thing became clear during *OPS2*'s time with Core Design; the studio has worked tremendously hard to ensure that this aging franchise is never going to gather dust and become an obscure relic for future tomb raiders to stumble across. Having already slipped past two official release dates, one last November and then another this February, the latest word is that we can expect the game around the end of June. With such unexpected delays, perhaps Core Design has stumbled across an old drawing board full of even more ideas to include? Could a third playable character be on the cards? Or could Core be working in a last minute online element for the roll out of the broadband adapter? Most likely none of the above, but whatever the reason, Lara is keeping the details close to her rather shapely chest. And that in itself should keep most eyes firmly fixed on it until the game's eventual release. ■



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- PSM DECEMBER 2002

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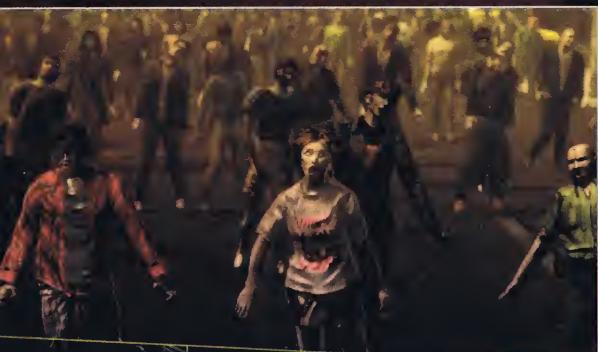


WORDS: ADRIAN LAWTON

# EVIL UNLEASHED

*The long-suffering inhabitants of Raccoon City are up to their necks in trouble again. As the T-Virus prepares to infect Cyberspace, OPS2 catches up with the twisted minds behind Resident Evil Online.*

# RESIDENT EVIL ONLINE



We're sitting in a grand ballroom in one of the most luxurious resorts in Las Vegas, stomachs grumbling from missing breakfast and heads spinning from a general lack of sleep. We've come halfway around the world but hell, we don't care – we'd go anywhere and do (almost) anything for the latest info on *Resident Evil Online*, the game that's promising to make PS2's Network Adaptor an essential purchase. Very little's got us this excited since the first *Resident Evil* exploded onto our screens in 1996, and we're utterly focused on absorbing every last morsel of information that we can squeeze from Capcom's well-oiled PR machine.

An all-new rolling demo is debuted and our initial disappointment at the lack of playable code is soon tempered by the glorious and macabre display being played out in front of us. Set once more in Raccoon City – the mid-Western American town at the epicentre of the deadly T-Virus outbreak – things appear to be pretty similar to the previous Resis. But this is so much more. It's cutting-edge co-operative multiplayer gaming, a brave departure from the format of old, and a potentially revolutionary step for the world of online games in general. In fact, a single-player mode isn't currently confirmed at all, such is Capcom's faith in the game.

Capcom PR representatives and the game's Producer, Yoshihiro Sudo, divulge a barrage of facts. The cast consists of eight playable characters [see *Lambs To The Slaughter*] though each online game consists of four players. Rather than elite STARS Police Officers, they're a rag-tag assortment of regular citizens, battling to survive the mayhem unleashed by the sinister Umbrella Corporation. ➤

## EVIL EVOLUTION

The new video that debuted in Las Vegas is a thrilling three-minute glimpse of the grotesque delights that will await online. Here's a snapshot of what we saw...



1. On a stormy night, our heroes begin alone. We're treated to a glimpse of the beautifully drawn locations.



2. Things appear fairly normal as they make their way to the meeting point.



3. Down dark corridors our group makes its cautious way, footsteps echoing in the silence...



4. Briefly, something awful flashes across the screen. What in God's name was that?



5. Suddenly, all hell breaks loose. A scaly Hunter leaps menacingly into the camera.



6. Monstrous giant bugs scuttle into view, and the flash of gun fire lights up the screen.



7. One of our heroes sees off a festering zombie with a hail of handgun bullets.



8. But makeshift weapons can prove almost as useful in desperate times...



9. ...As can the old favourite 'stamp on 'em when they're down' routine.

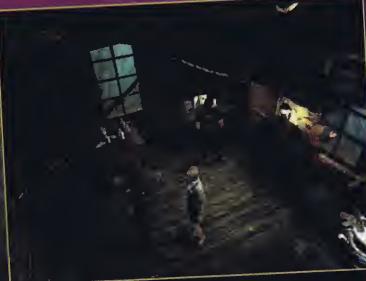


10. Finally, we catch a glimpse of a hideous Tyrant. Things are about to get a whole lot worse...

# RESIDENT EVIL ONLINE



■ HELL-PING HANDS  
Teamwork is the key to getting out of this hell-hole alive.



## LAMBS TO THE SLAUGHTER

As ordinary citizens of Raccoon City, staying alive is going to be doubly tough for the cast of Resident Evil Online. They sound like characters from a dodgy soap opera, but with their combined talents, they might just be able to escape the nightmare...



**Kevin** A regular Raccoon City Police Officer. He aspires to be a member of S.A.R.S but keeps failing the entrance exam.



**George** A Doctor of medicine, who has a reputation for being the best there is.



■ MEATY CHUNKS  
Zombies will take any opportunity for a quick bite. Watch out.



**Yoko** An enigmatic young Japanese woman, who is harbouring many secrets...



**Mark** A Vietnam veteran who now works as a security guard. He's the kind of tough guy you'd want around in difficult times.



**Cindy** A young woman who works as a waitress. She's known for her cheery disposition.



**David** A plumber and a man of very few words.



**Jim** A railway worker who spends much of his spare time solving puzzles in books.



**Alyssa** A typical reporter. Opinionated and always looking for an argument.

→ Each has a unique ability – ie, puzzle-solving skills, lock-picking or plain and simple brawn – and the best way to survive is to learn to work together. We're informed that the numerous NPCs you'll meet will each have their own personality and react differently to situations. They might cower in fear as you approach, help you out with puzzles – even mutate into God-knows-what right in front of you. Communication between players won't be based on free-for-all chatting; it'll be facilitated through a system of set phrases appropriate to the character you're playing. Quizzed as to why he's taken this approach, Sudo-san states simply that he wants the experience to be focused on the gameplay, rather than idle chit chat. It's a fair enough point.

## NIGHT OF THE HUNTERS

Gameplay is split into chapters, though exactly how many is still to be decided. When pressed on this troubling issue of longevity, Sudo reveals that he intends additional downloadable content to be made available at a later date, but he won't draw on the detail. The action takes place across the whole of Raccoon City and includes some familiar areas, though we're assured there will be many others that are completely new, such as a hospital, underground tunnels, subway station and a forest. Each will be inhabited by the usual assortment of ungodly creations, and many old favourites [such as the Hunters] make a return, plus a plentiful supply of new enemies. Sudo-san is again hesitant to divulge too much detail, but we're tantalisingly told to expect to encounter gigantic mutant bugs as we walk the ruined streets. Each chapter is a story in its own right, with a distinct beginning and end, and while there's a goal to complete in each area, how exactly you achieve this will be largely up to you and your team to work out. Adrenaline levels are kept pumped high not only by

the eerie surroundings and gruesome foes, but also by the fact that if you're killed during a chapter, you're out for the duration. There's no Quake-style respawning – you're transformed into a mindless, flesh-hungry zombie and forced to watch your team-mates struggle on without you. Only the foolhardy would charge headlong into a room full of enemies unprepared. And it's not just yourself you've got to think about now – cock it up and you'll let the whole team down. Hence, conserving ammo becomes even more important than ever. Sharing between players is possible, but who's going to want to give away their supplies to a trigger-happy fool?

## TOGETHER, ALONE

Players will also find themselves starting games in entirely different locations. Alone, isolated and low on ammo, you'll have to work your way to a specified meeting point. You'll be forced to utilise objects found lying around, such as pieces of piping or broom handles to use as makeshift weapons. And what happens if someone doesn't turn up when they're supposed to? Do you send out a search party? Stay put and wait? Or simply leave them to their fate? It's entirely possible to betray your team-mates in this way, but whatever you decide to do, you'll have to live with the consequences.

Resident Evil Online looks set to have some fascinating gameplay opportunities. Which skills are most useful? Who's likely to endanger the team through their recklessness? Can you really rely on anyone at all? The parasite begins to creep in just thinking about it. Rather than detract from the suspense created by the isolation of previous Resi games, the fear may well be intensified as a result of the group dynamic. You're relying on each other, which means you're not totally in control. As Sudo himself puts it: "On the internet, you may be playing with friends, you may not. They could well be total strangers, and they may have ulterior motives. That in itself is a scary prospect." Absolutely, mate.

We've come to expect gut-wrenching thrills from Resident Evil, but this could deliver so much more. If nothing else, it'll be a fascinating insight into human nature. An Aussie release date is still to be confirmed, but we're expecting an announcement at E3. Roll on May [...]

**YOSHIO SUDO, PRODUCER**  
**"YOU MAY BE PLAYING WITH FRIENDS, YOU MAY NOT. THEY COULD BE STRANGERS. THEY MAY HAVE ULTERIOR MOTIVES"**

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PlayStation®2 THE THIRD PLACE

THE PASSION PLACE THE ELATION PLACE THE POWER PLACE

# JUMPING ON THE BRANDWAGON

**What would happen if celebrities endorsed videogames?**



With videogames firmly entering the mainstream media, surely it's only a matter of time before famous and infamous people scabble to surf the wave, whether they have videogame-friendly skills or not. With this in mind, OPS2 has taken the current crop of real celebrity endorsed games and given them a shameless soundalike spin. After all, if you like Tony Hawk's, you're bound to love Bob Hawke's Pro Skater, right?



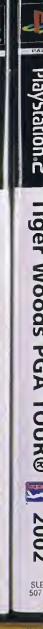
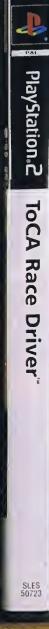
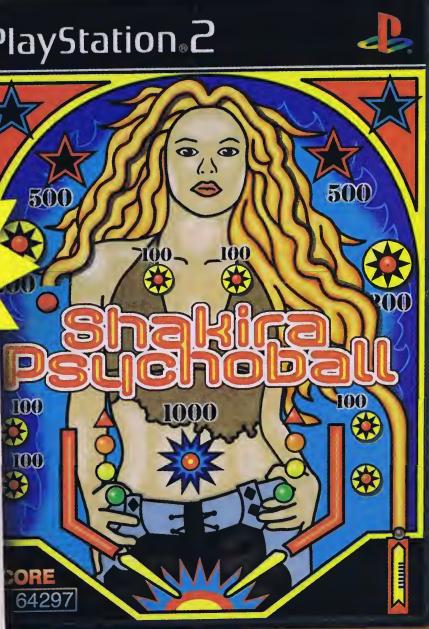
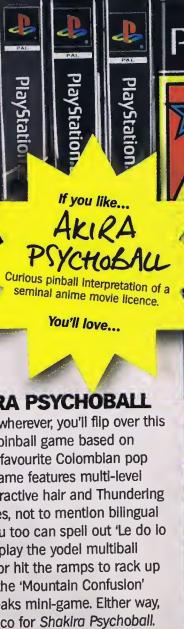
If you like...  
**INDIANA JONES AND THE EMPEROR'S TOMB**  
The upcoming adventure starring Lara Croft's spiritual Dad.  
You'll love...

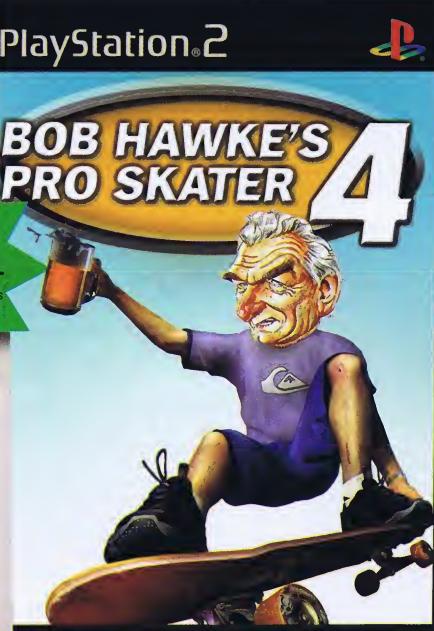
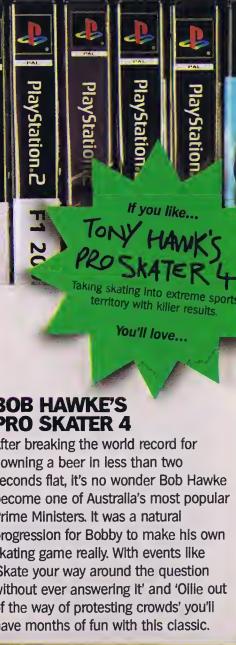
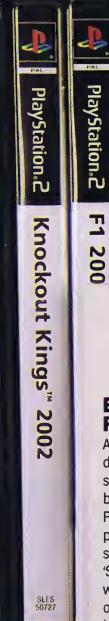
**TOM JONES AND THE EMPEROR'S TOMB**

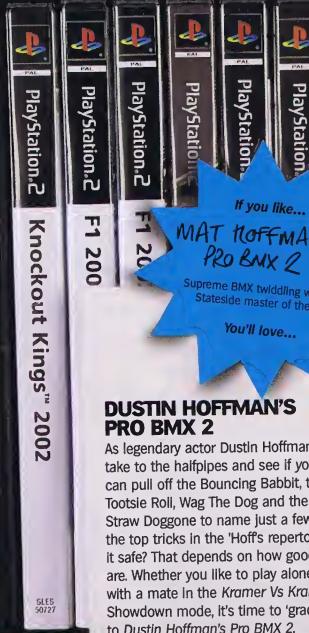
Shocking singer and alleged amateur archaeologist Tom Jones is in a spot of bother in this, his first PlayStation 2 adventure. He's booked to sing at the opening of a new casino situated in the heart of Peru, but Tom arrives to discover that he's been lured there by a secret tribe of female fans to become their captive God!

Take control of Mr Jones as you pick your way past ancient traps, negotiate knicker-filled temples and try to get back to the green, green grass of home before it's too late! Excitement and tight leather pants in the same game? Just try and hold us back.

PlayStation 2  
PlayStation 2  
PlayStation 2  
PlayStation 2  
PlayStation 2  
Star Trek Voyager: Elite Force







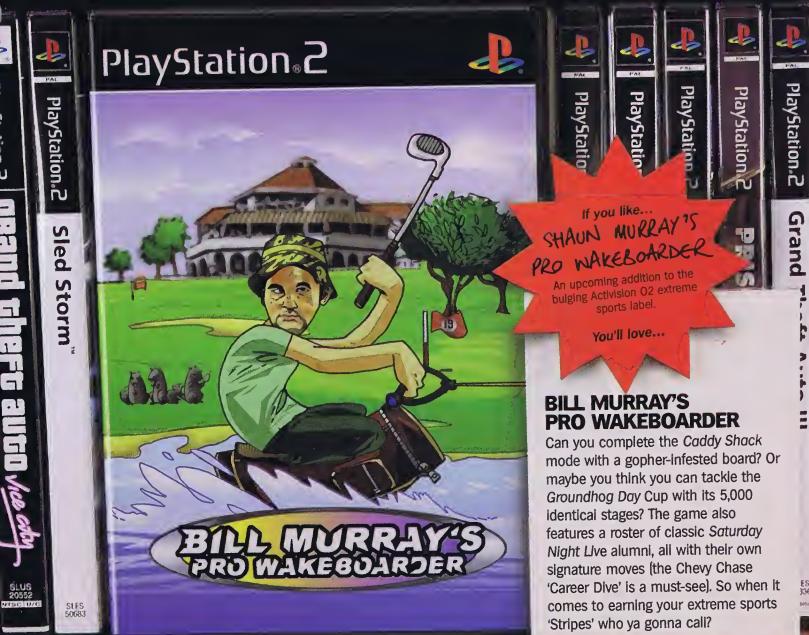
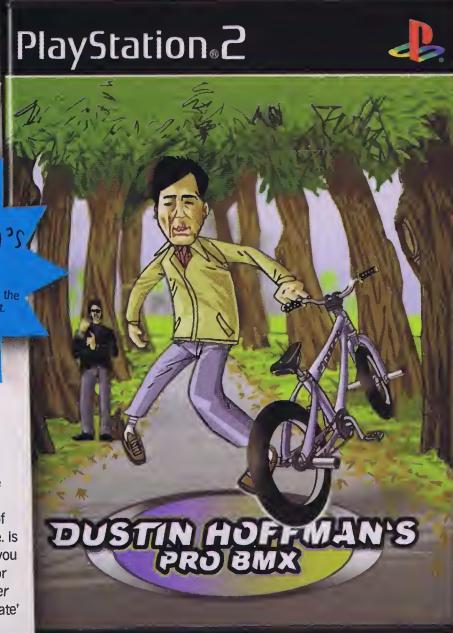
### DUSTIN HOFFMAN'S PRO BMX 2

As legendary actor Dustin Hoffman, take to the halfpipes and see if you can pull off the Bouncing Babbit, the Tootsie Roll, Wag The Dog and the Straw Doggone to name just a few of the top tricks in the 'Hoff's repertoire. Is it safe? That depends on how good you are. Whether you like to play alone or with a mate in the Kramer Vs Kramer Showdown mode, it's time to 'graduate' to Dustin Hoffman's Pro BMX 2.

If you like...  
**MAT HOFFMAN'S PRO BMX 2**

Supreme BMX twiddling with the Stateside master of the art.

You'll love...



### BILL MURRAY'S PRO WAKEBOARDER

Can you complete the Caddy Shack mode with a gopher-infested board? Or maybe you think you can tackle the Groundhog Day Cup with its 5,000 identical levels? The game also features a roster of classic Saturday Night Live alumni, all with their own signature moves (the Chevy Chase 'Career Dive' is a must-see). So when it comes to earning your extreme sports 'Stripes' who ya gonna call?

If you like...  
**SHAWN MURRAY'S PRO WAKEBOARDER**

An upcoming addition to the bulging Activision 02 extreme sports label.

You'll love...



### RELEASE SCHEDULE

Coming soon on PS2...

#### SANTAVISION

10 APRIL

Fireworks, as Santa moves Christmas to April Fool's Day.

#### DAILY MIRROR FREESTYLE BMX 2

23 MAY

Inky-fingered extreme sports action with the 3am Girls and all your favourite hacks.

#### VAMPIRE KNIGHT RIDER

3 JUNE

Try to shoot David Hasselhoff as he pounces around the beach.

#### BATTLE ENGINE CHRISTINA AGUILERA

16 JULY

Giant fighting robots with hair extensions and leather chaps.

#### UFC THROWDOWNER

8 AUGUST

Take a swing at Foreign Affairs Minister Alexander Downer.

#### SILENT WILL SMITH 2

20 SEPTEMBER

Try to survive the horror that is Will Smith's acting.

#### THUNDERHAWK: OPERATION RIVER PHOENIX

CANCELLED

### WHAT ABOUT... ?

Think you can do better than our selection of celeb crossover games?

Is there a future classic soundbite game that you think is lacking to be made? Then we want to hear about it. Send in your suggestions to the address below with your details and we'll turn the best of them into game covers and show them in a future issue. So get to it!

1. Write your answer on a postcard and send to 'Celebrity Game-a-likes', Official PlayStation 2 Magazine, PO Box 1037, Bondi Junction, NSW 2022, or email to OPS2@derwentward.com.au
2. Please include your name and address on all entries.



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## Review Charter

**FACT: OFFICIAL PLAYSTATION 2 MAGAZINE's** reviews are the best in the business. Our crack squad of reviewers play the games longer, harder and better than anyone else. And we absolutely love what we do.

It's this dedication that means you can trust our scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion rather than a few cheap gags and some PR nonsense. Our experienced reviewers have written for the game industry's most revered publications, both here and overseas. What's more, our writers have plenty of 'heritage' in the industry, having a collective history spanning into decades. Rest assured that these are opinions you can trust.

Next time you head off to spend your hard-earned cash on a PlayStation 2 game, make sure you read our reviews first.

## REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

|       |  |
|-------|--|
| 10/10 | Nigh on revolutionary. A game that could change the face of gaming forever |
| 09/10 | A truly astonishing game. If you have a PlayStation 2, you need this now   |
| 08/10 | Highly recommended   |
| 07/10 | Good, solid fare that's definitely well worth a look                       |
| 06/10 | Better than average, and ideal for hardcore fans of the genre              |
| 05/10 | An average game  |
| 04/10 | Poor, but still with the odd moment  |
| 03/10 | Extremely disappointing  |
| 02/10 | To be avoided  |
| 01/10 | Beer mat   |

## THE OPS2 AWARDS

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.

### GOLD PlayStation 2

The Gold Award is a rare find and only to be given to PS2 games that score 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!

### SILVER PlayStation 2

The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!

### BRONZE PlayStation 2

The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.

**media**  
DVD / MUSIC / MEDIA

## DVD RELEASES ..... 076

Eight Legged Freaks / True Romance: Director's Cut / xxx / Windtalkers.



## SPLINTER CELL ..... 054

Sam Fisher just might have more firepower than Solid Snake!

## TENCHU: WRATH OF HEAVEN ..... 058

Slice and dice your enemies in this ninja classic!

## METAL GEAR SOLID 2: SUBSTANCE ..... 062

The spy masterpiece hits back with a solid goldmine of extras!

## WAR OF THE MONSTERS ..... 064

Godzilla takes on a hoard of monsters in this Royal Rumble!

## RAYMAN 3: HOODLUM HAVOC ..... 066

## MOTO GP3 ..... 067

## DR MUTO ..... 068

## SHREK SUPER PARTY ..... 070

## 070 DYNASTY WARRIORS 3: XTREME LEGENDS

- 071 WILD ARMS 3
- 071 EVOLUTION SKATEBOARDING
- 072 SIMPSONS SKATEBOARDING
- 072 SILENT SCOPE 3
- 074 SHOX
- 074 GRAND PRIX CHALLENGE
- 075 HOT WHEELS VELOCITY X
- 075 4X4 EVO 2



# It takes a little more to make a

Tom Clancy's

# SPLINTER CELL

A new stealth action hero has arrived. Has Metal Gear Solid been outgunned?

PUBLISHER: UBISOFT  
DEVELOPER: UBISOFT  
PRICE: \$99.95  
PLAYERS: 1  
OUT: MARCH  
WEB SITE: WWW.  
SPLINTERCELL.COM  
60HZ MODE: NO  
WIDESCREEN: YES  
SURROUND SOUND: YES



Some people didn't think it could be done, but thanks to Ubisoft's Shanghai development studio, Tom Clancy's *Splinter Cell* on PS2 is now a reality. And with all the additions over the much-hyped Xbox game, including stunning cinematics, a new gadget and new mission, it's clearly the best version so far.

Being a third-person perspective action game based around stealth, it is most easily compared to *Metal Gear Solid* 2, but there's enough innovation and original touches in *Splinter Cell* to make it stand tall on its own. Fans of *Metal Gear* will no doubt love this game though, and it will do more than fill in the wait for *MGS2: Substance*. *Splinter Cell* hero Sam Fisher is certainly a much cooler character than Raiden, and may even challenge Solid Snake for the King of Stealth Action crown.

You meet Sam [gruffly voiced by actor Michael Ironside] at the end of a fantastic four-minute intro movie, which sees two US undercover agents captured in the former Soviet Republic of Georgia. Sam's diving holiday with his daughter is rudely interrupted by a call to action from Third Echelon, a top-secret organisation set up by America's NSA (National Security Agency). You guessed it – Sam's off to rescue the captured operatives and foil a conspiracy that threatens to cause World War III.

Thanks to the involvement of Tom Clancy [*Hunt for Red October*, *Patriot Games*] the background plot is credible and compelling. With the action taking place in a fictional 2004, the scenarios and technologies used are believable, if slightly James Bond (especially Sam's high-tech goggles). Like James Bond, Sam Fisher has a license to kill – Third Echelon agents are granted the use of the Fifth Freedom to protect the US by whatever means necessary – although if the mission goes wrong the government will deny all responsibility.



**GOLD**  
PlayStation 2  
OFFICIAL MAGAZINE AUSTRALIA



Infiltrate the refinery by the main pipeline





## THE SHANGHAI CONNECTION

Considering that one of the main enemies that Sam Fisher confronts in the game is the Chinese military, it's odd that *Splinter Cell* on PS2 was developed in the booming Chinese city of Shanghai. The PS2 is not officially available in the country and China has historically been known for the endemic piracy of games (and DVD movies, and music CDs, and PC software...), so few Western companies have risked involvement.

French games publisher Ubisoft took the risk of opening up a Chinese studio back in 1997 and looking at *Splinter Cell* on PS2 it looks like the gamble has paid off. There's apparently lots of programming and design talent in China (perhaps not surprising with a population of 1.3 billion people) and the country's Communist government has signed up with the World Trade Organisation, so there's the definite potential for China to become a new hotbed of game development.

Apart from *Splinter Cell*, Ubisoft's Shanghai team are also responsible for the PS2 versions of *Rayman 3* and *Ghost Recon*, and the PSone's *Rayman 2* and *F1 99*. ■

### TO KILL OR NOT TO KILL?

Killing enemies is not always an option though, and may even result in mission failure and the start of war, so luckily Sam has a few other options up his camouflaged sleeves. While there aren't really alternative routes through levels (as with *Deus Ex*), you can approach missions and levels a number of ways. Different players will no doubt find their own favourite style, and the two difficulty settings means that you'll be playing through twice if you enjoy it the first time around (and chances are that you will), and therefore try out different techniques.

The safest and perhaps easiest way to get past enemies is to creep along in the shadows, hiding behind objects – luckily you can always tell how visible you are to enemies with a small on-screen meter. The lighting effects are one of the game's highlights and most lights you see can be shot out to give more cover. Thanks to your night (or thermal) vision it never gets too dark for Sam. You'll still have to be careful not to move too fast past guards, and you'll really need to go slow over noisy surfaces such as metal.

If a troublesome guard doesn't seem to want to move from his post, you can distract him by throwing a bottle or can (or by using one of your gadgets). When he goes to investigate the noise you can sneak past. Or, moving on to more violent tactics, you can sneak up behind him and grab him, putting him into a headlock with your gun pointed at his head. You can interrogate people for information this way, and then silently knock them out with a quick blow to the head.

If the enemy sees you before you grab him, you can still knock him out but it will most likely take two hits for him to go down and there's a risk he will be able to call for backup or let off a shot. And that's not good. Avoiding alarms is crucial, so the job is not even done when the guard is unconscious (or dead). You'll need to drag all bodies into dark corners or behind objects if you don't want them being discovered by other guards who will sound an alarm. You can see the number of alarms you can afford to activate per level in a small on-screen counter.

Sometimes using lethal force will be unavoidable though, and even though Sam doesn't have many weapons to choose from, the ones he has are very handy. The silenced 5-7 pistol is great for close up head shots and shooting out those pesky lights, but for everything else your SC-20K multi-purpose gun is the go. Equipped with a scope, it can be used as either a fully or automatic rifle (for bursts of fire or single shots), and is also equipped with a launcher to shoot certain gadgets.

### GO, GO GADGET GUN

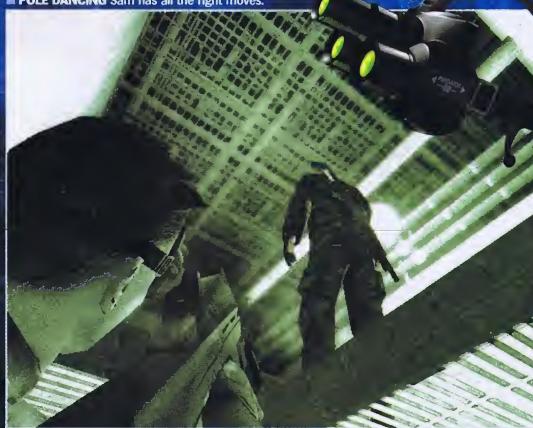
Sam gets access to loads of cool gadgets as he progresses through the game but his ever-present goggles can always be used as binoculars to scope out the situation from a distance, or to access night vision and thermal vision modes. Using both night and thermal vision is crucial for success in *Splinter Cell* – thermal vision can detect mines in the ground – and luckily both modes look ultra-cool.



# It takes a little more to make a



■ POLE DANCING Sam has all the right moves.



■ DARKMAN The shadows are Sam's friend.



→ Other gadgets include your Palm OPSAT; a wrist mounted PDA designed for military use, which gives you updates and mission objectives, an Optic Cable (for looking under doors before you open them) and a lock-pick. The lock-picking is especially well implemented with an overlay of the lock appearing on screen – it actually feels like you are picking a lock as you have to make slow movements and sense the vibrations that release each pin. Minor gadgets are the Laser Microphone (for long-distance listening), Camera Jammer (blocks camera signals) and Disposable Pick (micro-explosive charges for getting through locked doors quickly).

In terms of gadgets that can be shot from your gun, firstly there's the reusable Sticky Camera, which has pan and zoom functionality plus night and thermal vision, so you can scout ahead without putting yourself in danger. Then there's the Distraction Camera, which is like the Sticky Camera without the zoom and vision filters, but with a noisemaker that will attract a guard and a gas canister that will then knock them unconscious. You've only got one gas canister though, so you'd better make it count.

If you want more direct non-lethal action you can shoot Ring Airfoil Projectiles, which will leave the target stunned for a few seconds, allowing you to move in and really knock them out or grab them for interrogation. Sticky Shockers provide high-voltage incapacitating shocks (useful if enemies are in contact with water) and Smoke Grenades will knock out a group of people, especially in a confined space (although Sam will also be hurt if he's too close).

Even though there aren't any rocket launchers available, you won't be short of offensive options, and Sam proves his versatility and athleticism by being able to shoot targets while hanging from a pipe or rappelling



down a wall. There are some other nice moves to pull off as well, although for some reason Sam can't crawl, he can just crush.

The coolest move is undoubtedly the split jump, which can be used to hide or as an attack. With some careful button pushing it can be performed between two walls that are close together. Sam will split his legs between the two walls and hold himself up. You can then watch an enemy pass below or release the jump button when they are underneath and watch Sam drop down and knock them unconscious.

## SAVING THE WORLD WHILE LOOKING GOOD

Sam's extended mission to unravel a conspiracy and stop World War III will take him from Georgia to Burma (Myanmar) to the headquarters of the CIA, and there's a combination of indoor and outdoor environments. All the environments look great and some levels of note occur on an oilrig and in a giant meat freezer. There's a brand new mission included in the PS2 game which



## FROM XBOX TO PS2

Okay, so what exactly are the differences between the Xbox game and the PS2 version? Well, there are actually heaps of changes, some minor and some serious. Probably the biggest and most obvious alterations for the PS2 are the inclusion of over 30 minutes of new cinematics (much superior to Xbox), and the addition of an all-new mission (four levels) which takes place in a powerplant.

The binoculars on Sam's goggles are also new for the PS2, as is the on-screen alarm counter (which will avoid much frustration) and the direct access to lock-pick (another frustration saver). The Normal difficulty setting on PS2 is much easier than the Xbox game, allowing more 'casual' gamers to pick it up and have a good time, but the Hard setting will test out the hard-core gamers.

There's been quite a bit of change to the level design (like doorways in different places), and in general the levels seem a little more compact on PS2. Visually, the Xbox game seems to have a richer color palette and slightly 'purer' shadows effects but there's definitely nothing that stands out on the graphics front.

After all, a lot of the game takes place in night and thermal vision modes, and both filters look great. The PS2 may also have a slightly slower frame rate, but again this is not problematic.

All up, there are so many differences between the PS2 and Xbox versions of *Splinter Cell* that they are almost different games. While both have their own strengths, the new cinematics and extra mission ensure that PS2 owners are getting a much more complete experience. ■



## THE TOM CLANCY TOUCH

Tom Clancy seems to have a magical touch – first with novels, then with movies and now with videogames. His Jack Ryan series (*Patriot Games, Clear and Present Danger, The Sum of All Fears*) has proven particularly popular and all Clancy's skills are on show in the game's geopolitical intrusions and espionage thrills.

His name has now appeared before the title of several games, and while *Splinter Cell* did not begin life as a Tom Clancy game, it fits into his "universe" perfectly. While Clancy had not had a huge game hit on the PS2 yet (*Ghost Recon and Rainbow Six* were very big titles on the PC), that situation is set to change with *Splinter Cell*. If you want more Clancy action on PS2 check out *Ghost Recon* or *The Sum of All Fears*. ■



takes place in a powerplant and some outdoor snowy environment. There are some nice snow effects included here and Sam also sports a new snowsuit in the four Powerplant levels not seen in the Xbox version.

There are excellent graphic touches all the way through the game, especially the 'soft-body' effect for realistic movement of flags and curtains. This isn't merely window dressing either, as you can use the flowing fabrics to hide behind. There's also reflections from shiny surfaces, shimmering hot air effects from heaters, depth blur on both thermal and night vision (so objects are clearer the closer they are to the camera), and focus blur in sniping mode so only the object in focus is clear. All these effects are minor by themselves but add up to more realistic environments and thus a more immersive experience.

The sound is also impressive enough to warrant its own mention, with the technically impressive trick of triple-streaming allowing sound effects, speech and the soundtrack to play at the same time. The voice acting is much better than most games, and the background music is never intrusive, but adds to the tension and adrenalin at the right moments. The sound effects are also spot on.

They're aren't too many flaws with *Splinter Cell*. The camera angle can get annoying on occasion but is

very easily adjusted – some sections can lead to frustrating repeat deaths. It would also have been nice if there were some alternate ways through the levels, but that's asking a lot. Obviously without a multiplayer mode, the fun won't last forever, but while it lasts it is a compelling experience.

*Splinter Cell* is a brilliant game, and anyone who enjoyed the espionage and action mix of *Metal Gear Solid 2* will appreciate what's on offer here. One of the best PS2 games so far. ■ Stuart Clarke

## TOM CLANCY'S SPINTER CELL

### Why we'd love it:

- Tense infiltration action with some innovative touches
- Believable plot and lots of freedom in gameplay
- Thermal vision looks way cool

**Graphics** Fairly beautiful and mesmerising

**Sound** Besides some lame voice acting it sounds super

**Gameplay** A little too streamlined, but very cool fun

**Life span** Sadly, only the diligent will get to the good stuff

### Why we'd leave it:

- Linear path through game
- Camera angles can be annoying at times
- No multiplayer mode

**Move over Snake, Sam's the new special agent in town!** *Splinter Cell* is an innovative game with some very cool touches.

**10**

**OFFICIAL VERDICT**

# TENCHU: WRATH OF HEAVEN

Shhhh, the PlayStation's original stealth assassin is back, and this time he's brought some friends.

**BRONZE**  
PlayStation 2  
OFFICIAL RELEASE AUSTRALIA

PUBLISHER: ACTIVISION  
DEVELOPER: K2  
PRICE: \$9.95  
PLAYERS: 1-2  
OUT: NOW  
WEB: [WWW.TENCHU-WRATHOFHEAVEN.COM](http://WWW.TENCHU-WRATHOFHEAVEN.COM)  
60HZ MODE: NO  
WIDESCREEN: YES  
SURROUND SOUND: NO

**■ BACK STORY**  
*Tenchu was without a doubt one of PSone's success stories and was a sleeper hit for Activision. Unfortunately, its much-anticipated PSone follow-up *Tenchu 2: Birth of the Assassins*, wasn't up to stealthy scratch and failed to take off by surprise. Developer K2 has taken its time to ensure that this third instalment grabs us all swiftly by the throat.*



Running feet, the schwing of steel and the throaty gurgling of a guard collapsing lifeless at our cloth-clad feet. This stirring opening cinematic sequence says it all. Stealth is now the buzzword of every blockbuster, but there was once a game that introduced us all to the idea that you didn't have to unload a clip into someone for virtual murder to be satisfying. That game was *Tenchu: Stealth Assassin* on PSone (we'll ignore the inferior *Tenchu 2* for now). At the time it was a totally fresh, enthralling experience. Every time a guard sniffed our presence we quickly scurried back onto the rooftops until his goldfish brain had forgotten all about us and we could stalk him again. Cowardly? Quite possibly, but as your sword sliced off a head, or the satisfying crunch of a ruptured neck confirmed your success, you couldn't help but feel proud.

## CHARACTER ASSASSINATION

*Wrath Of Heaven* uses the original, innovative *Tenchu* game as its jump-off point. To begin with you have the choice to play as one of two lead characters – Rikimaru and Ayame. Lord Ono's info agents. Each follows their own adventure across the same levels through the game, as evil once again stirs in the land and it's up to you to defeat the dark forces. A third character, Tesshu, a doctor and hired assassin, is also unlockable. His plot runs parallel to that of the ninjas, crossing their paths several times but ending in a different climax altogether.

Rikimaru and Ayame have devastating stealth kills – simply creep up to your foe without alerting his curiosity and press  $\times$ . You'll unleash a variety of grisly kills from cleanly slitting enemies' throats, to gutting them like a big bloody fish, to jumping on their piggyback-style and skewering their heads. The controls and camera angles make the key moves of ducking and hugging the scenery simple. And if you can attack from rooftops with similar ease if you remain undetected you'll accumulate steam bar symbols which unlock new attacking moves. It's a nice addition that maintains motivation and keeps things fresh. For Tesshu's part, he robs corpses for the →





# REVIEW

## TENCHU: WRATH OF HEAVEN



**CUT SCENE** Great animated sequences fuel the plot as well as the imagination.



### LOCATION, LOCATION, LOCATION

Much of Tenchu's charm lies in what you can see around you as you walk and stalk. Take a wander through some of our favourite areas.



#### ECHIGOYA

The Merchant's House is all Pagodas and sliding doors. Reminiscent of the first game.



#### THE BAMBOO FOREST

Ah, the winter time. Spirits and demons abound though, so don't fall in love with it.



#### THE CEMETERY

This place is full of just-risen corpses and little devils who spit fire. Charming.



#### LORD GHODA'S CASTLE

Home sweet home. It's lavishly decorated, so watch where you spill blood.

→ money he needs for equipment between missions. As a doctor, his stealth kills have the added bonus of an X-ray which allows you to see exactly what damage you're doing (see *The Doctor Will Kill You Now*). Turning an opponent's limbs and head the wrong way is a particularly edifying if slightly disturbing manoeuvre.

The level of sumptuous detail in the game, including strikingly subtle weather effects, adds a depth of character to an experience that's more about skill and control than unleashing boundless violence. Critically improved AI in enemies means that they'll search for you high and low – if you're spotted, retreat or concealment are really your only options. In fact, the whole game makes equally thorough use of rooftops, interior rooms and underground passages – so if you think you're at a dead end, just look up or down and your escape route may well become apparent.

### PLOTTING REVENGE

Wrath Of Heaven has not one but three strong intricate game plots full of great cut-scenes that draw from the traditions of Japanese cinema, with definite hints of Seven Samurai. In the main plot, that of the Azuma Clan ninjas Rikimaru and Ayame, we discover that Rikimaru emerges from a deep ninja trance after uncovering worryingly familiar stirrings in the peaceful land. Cultists are beginning to advance and with them, evil ninjas, bad spirits and undead warriors come at the command of the evil Lord Tenrai.

The first mission sees you infiltrating a merchant's stronghold to punish the forces of corruption as they attempt to sell village girls into slavery. However, completion of this mission opens the floodgates of a story line that takes the action to nine different locations including a snowy Bamboo Forest, the falling leaves around a Buddha's Temple and eventually to the dank underground lair of Tenrai's Fortress.

Various levels of the game have their own Ronin, martial artists, undead warriors – even dogs and bears – and all are enigmatically lit and filled with atmosphere that complements the tension created by the 'sneak, hide and strike' nature of the gameplay. Each level leads onto a new clue or challenge and

**BARREL OF LAUGHS**  
Utilising the environments to your advantage is essential.



stealthy Investigative work is broken up with surprise level boss challenges like the charming Ganda – a massive beast of a man with a big stick. No time for stealth here, just use your acrobatic skills to get behind him. Tenrai will also goad you throughout the game with surprise visits but you won't truly face him down until the very end – your fate depends on various decisions you make along the way. Tragedy is only a fallaway away, but then that's half the fun.

Initially, the game's nine levels may seem a little short, and the repetitive stealth element may begin to lose its sparkle. There are a further two layouts of each level to be unlocked, but don't get too excited – the possibilities are not limitless. If you complete the mission to a high enough standard, the next layout becomes available,



**BOMBING AROUND** The multiplayer allows you to pick up weapons as you go to surprise your friends. Ka-boom!



**ROLL CALL**  
**STALKING HEADS**  
There are plenty of  
freakish villains  
populating the Tenchu  
universe. Here are some  
of our favourites:



**GANDA**  
Everyone must face this muscle-head at some point. He's all brute force so you need to jump around to expose his weak spot.



**DR KIMAIRA**  
Weirdo toymaker and generally a bit loopy, the Doc attacks with a big doll on his head. A big doll with guns.



**TENRAI**  
The big bad boss man and Rikimaru's nemesis. Will he ever get a suntan? Only time will tell.



**JINNAI**  
Sounds like Forrest Gump's missus, but is actually hard as nails. He's got a little surprise in store for you too...



**ON GUARD!**  
A little sushi, some sake... these boys are dead meat.



**HANGING AROUND** 'The dangle' is another great way to cautiously scout ahead.

meaning a different distribution of guards and some blocked entrances rather than a whole new map. It's enough to entice you to play through the levels again, and those of you who just have to achieve top marks at every turn are really going to have to put the hours in.

The final battles require you to utilise all of the combat skills you've acquired along the way. Ayame's goal is a variation of Rikimaru's, with the slightly different focus of acquiring the 'Jewels of Power', but Tesshu faces a different climax altogether: a showdown with Jinnai in a thunderstorm in the Ronin Village. It's stirring stuff with an explosive finale that's not to be missed.

### A STAB IN THE DARK

In a game as detailed as this, mastery of your ninja arsenal is of paramount importance to completing your missions, and now you have the ability to pick up weaponry from fallen guards along the way. The old favourite grappling hook is back, as are an array of other items including magic spells of invisibility and fire, potions, ninja armour, weapons upgrades and the innovative new sticky bombs which ninjas can fling from afar and then detonate using R3 – perfect for taking out larger foes or groups of guards. But be warned, if you eke out all your health potions on a mission and then get slashed to bits, you'll have to start again with none.

A Multiplayer mode is an addition not seen in either of the previous Tenchu games. You have the option to play In Versus or Cooperative mode with split-screen action. Unfortunately, the cooperative play is limited to specially generated levels rather than the plot missions. That said, the challenges set for two are inventive and fun, including protection and retrieval missions where you must show that you can work together, split up or use your particular skills to help the group.

In Multiplayer mode you can choose to play as one of many unlockable characters, including guards, dogs, ninjas and even a strange character called DC CEO who wears a shirt and tie and has a mechanical arm. The Versus mode forms an entertaining diversion for party play and can also be used as a practice arena. Unfortunately, your stealthier skills are useless in this kind



**GHOU FRIEND?** He's waving, but this happy-clad fella's got fire in his belly.



**HEY RIKII** Ninjas often encounter each other and it's not always a nice affair.

You shall not pass beyond this room!

of open arena, which detracts slightly from the game's primary ethos.

To say that *Wrath Of Heaven* moves the Tenchu franchise forward in leaps and bounds would be an overstatement. To say it's a game that creates an immersive atmosphere, boasting challenging gameplay, spectacular effects and a decent life span would be more accurate – and fairer to what it sets out to achieve. It could well take Tenchu from the level of a much-admired, last-gen game and allow it to compete with the PS2's more esteemed, gun-toting, stealth-em-ups. There's something that just feels specialist about Tenchu. In a good way. Some PS2 owners will want to run out and buy this; at the same time, it will undoubtedly leave other gamers cold. Immediate gratification it is not, but if you crave the kind of satisfaction that can only be derived from achieving hard-earned goals in a wonderfully immersive universe, *Wrath Of Heaven* will make an honourable addition to your collection. □ **Mark Wyatt**

### TENCHU: WRATH OF HEAVEN

#### Why we'd buy it:

- We can't get enough of making dopey guards bleed
- Ninja are unassumably cool
- It's like taking part in your own stealthy martial arts movie

#### Why we'd leave it:

- We'd rather be using night vision and silencers
- There are still only nine levels to explore

|                  |  |    |
|------------------|--|----|
| <b>Graphics</b>  | Beautiful. Sprouting blood and atmospheric effects | OB |
| <b>Sound</b>     | Just Japanese music and guards' chatter            | OB |
| <b>Gameplay</b>  | Great control system and satisfying kills          | OB |
| <b>Life span</b> | Variations on one theme. Good Multiplayer mode     | OB |

An infusion of ninja style and killer gameplay across nine sumptuous levels. A great return to form for a classic title.

**OB**

**OFFICIAL VERDICT**

### LOCK AND LOAD THE TOOLS OF THE TRADE

*Big knives and throwing stars don't always cut it, so here are a few choice pick-ups to look out for on your travels.*



**NINJA ARMOUR**  
Possibly not the most stealthy outfit, but being wrapped up like a tortoise helps when you stumble into a room full of guards.



**STICKY BOMBS**  
Just a red bit of paper? Not if you depress R3. Kiss your top knot goodbye, fella.



**TETSUBISHI**  
Hey, why not pretend you're Scorpion from Mortal Kombat and drag your enemies closer before dispatching them?



**BLOW PIPE**  
No laughing at the back. Catch them unawares and they'll shuffle someone off their mortal coil, sharpish.



**DOG BONE**  
That's right, you can call man's best friend to your aid. He's not great, but, awk, look at his shiny coat.



# METAL GEAR SOLID 2: SUBSTANCE

Konami has fattened up everyone's favourite Snake to make him a man of Substance.

PUBLISHER: INFOGAMES  
DEVELOPER: KONAMI  
PRICE: \$109.95  
PLAYERS: 1  
OUTLET: ETC  
WEB SITE: WWW.KONAMICOM/USA/  
60HZ: MODE: NO  
WIDESCREEN: YES  
SURROUND SOUND: YES



Assessing Snake's latest mission is a tricky process. On the one hand, the best PS2 spy sim just got better, but on the other hand, paying full price for what's essentially an expansion pack is a big ask, especially when the very MGS2-like Splinter Cell also arrives this month.

So what substance can we expect? More than 500 bonus missions are available in MGS2: Substance for fans to wade through, but these should not be confused with new missions, with fresh storylines and different environments to explore. The hundreds of bonus missions are simply training missions in virtual reality or reworked events and challenges using the original MGS2 characters and environments. Substance also features Snake Tales, but rather than letting you play through the entire game as Solid Snake, as we were led to believe in the early game trailers, this mode only features a number of mini missions.

#### VIRTUALLY BRILLIANT

The meat of Substance is the new VR missions. Using Snake, Raiden, and a handful of unlockable characters, players can hone their skills in more than 350 virtual reality training missions. The hyper detailed textures are tossed out the window in favour of flat blocks of colour that look like they were rendered by a supercomputer of the early '80s. The details may be lacking but these stages have a cool retro style and watching them materialise block by block from a storm of pixels looks fantastic.

Within these virtual reality training missions there's a staggering amount of different challenges to

complete. To kick things off, there are specific missions for most weapons. The simple pistol missions give you a handful of moving bullseyes to shoot at but later ones will have you struggling to hit tiny targets in the windows of distant buildings with your sniper rifle, or slicing and dicing an army of drones with your katana. The missions in which you remotely control a rocket and guide it through complex virtual structures will test even the most experienced trigger fingers.

As well as the computer generated firing ranges, Substance includes Eliminate All, Sneaking, Bomb Defusing, First Person Mode and the bizarre Variety missions. Slipping by every patrolling guard unnoticed is the simple aim of the Sneaking missions, but this task is made exruciatingly difficult thanks to the eagle-eyed guards and some tricky level design. In Eliminate All, killing every guard in sight is your only objective. Thanks to the efficient new silenced SoCom pistol, you'll be clocking up the kills all too easily. But, like the rest of the game, there's no shortage of difficulty to be found in later levels, like the one in which Ninja Raiden must kill six armed guards without being seen by any of them, using nothing but his katana.

Abandoning the traditional controls, the First Person Mode adopts the usual FPS controls and challenges you to make your way to the end of the maps, killing everything in sight. All of the normal stealthy gameplay transplants itself into the FPS style effortlessly; so much so that you have to wonder why it wasn't included as an option in the main MGS2 game. Nailing Snake's feet to the ground whenever he aims his gun is a pointless restriction.



#### TOP SECRET DOCUMENT

Recently de-classified, The Document of Metal Gear Solid 2 is a disc full of never-before-seen concept plans, rare video footers, trailers and programming secrets. As well as the piles of interviews and videos, this disc includes a handful of its own VR training missions. Gamers in America and Japan may have had access to this disc months ago but they had to pay for it, while we get it strapped in for free. Score!



## BOARD OF MGS2?

Slapping Solid Snake on a skateboard and getting him to rack up Tony Hawk-style combos across slightly reworked settings from *Metal Gear Solid 2* has a crazy, only-in-Japan feel to it, but the skating mechanics are surprisingly sound. Utilising Konami's own Evolution Skateboarding engine (reviewed on page 71) these sections are much more than a throwaway gimmick.



JEDI SKILLS It's actually possible to deflect bullets with the katana – the Force is strong in Raiden! KICK FLIP Pulling skating tricks is tonnes of fun.



Anyone who played through the original *Metal Gear Solid 2* will remember the painstaking section in which they had to track down and defuse cunningly placed explosive charges. This frustrating task has been turned into one of the less enjoyable mission types. You can still use the tracking devices to provide general locations for the bombs but they've been placed in mind-bendingly tough locations. Some of the motion sensing charges will explode when you get within a metre of them. Finding these charges without being blown up takes many attempts. They're usually placed in spots that can only be seen from an odd angle, like lying down, and even then, only when you get within ten centimetres of the bomb's motion sensing range.

Enduring the bomb defusing missions is well worth your time because it unlocks the brilliant Variety missions. Konami seems to have compiled all of the crazy ideas that didn't fit anywhere else into these missions. Whether you're trying to sneak past Godzilla-sized guards stomping through digital cities or shooting squads of guards with your sniper rifle before they can get to a helpless girl, these missions are as enjoyable as they are whacky.

### BUT WAIT, THERE'S MORE

As well as the hundreds of training missions, Konami has also packed in Snake Tales, a skateboarding mode and a series of boss challenges. The Snake Tales was one of the most talked about new additions but it turned out to be one of the least interesting. It offers up a handful of mini-adventures that are supposedly set outside of the events seen in *MGS2*. However, these tales are nothing but repetitions of sections from the earlier game, with slightly different enemy placements and some surprise cameos. The new storylines are presented as screens full of text. Whenever a cut-scene would normally

pop up to further the story, another slab of text appears. Without the presence of radar, these sections pack a tough challenge, but rehashed levels bookended by slabs of text doesn't make for interesting gaming.

If you've never played *Metal Gear Solid 2*, this package should be considered as one of the most highly recommended games of the year. Substance includes the original stealth action masterpiece in all of its glory, hundreds of new and compelling training missions, new Snake Tales, crazy skateboarding antics and a whole bonus disc full of documentaries and interviews about the making of this gaming phenomenon. For people who've already played through *MGS2*, this package becomes a much trickier proposition. All of the new bells and whistles add up to little more than an expansion pack. If this package had offered consumers the choice of buying the Substance extras on their own for \$50 or getting the complete bundle for the normal price then it would have scored full marks, but forcing everyone to pay full price only insults the devoted fans who shelled out for the original. □ Narayan Pattison

### METAL GEAR SOLID 2: SUBSTANCE

#### Why we'd buy it:

- 500 bonus missions – hello!
- We loved *MGS2* and we don't care how much we have to pay
- Pulling allies with Solid Snake has always been a dream

**Graphics** This sort of style never goes out of fashion

**Sound** Spot-on sound effects and epic music

**Gameplay** Classic sneaky action and perfect controls

**Life span** If you haven't played *MGS2* there's months of fun here

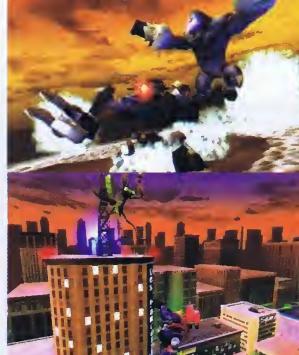
#### Why we'd leave it:

- Veterans can beat through all of the extras in a few days
- We wanted a brand new sequel, not recycled missions
- Splinter Cell just came out

Incredibly comprehensive *Metal Gear* package for newbies but *MGS2* owners will struggle to find \$110's worth.

08

OFFICIAL VERDICT



■ GO VOLTRON! Our money's on the fighter jet transformer.

■ GET IN THERE! What's Voltron waiting for? Move your arse robot!



■ TOWERING Rocky tries to turn the tide of the fight.



■ MAGMA Throwing hot balls around is no way to fight.



■ FIRE POWER Rocket launcher backpacks are in!



■ LOSER Get your arse into gear Voltron!



They don't make monsters like they used to. Compare the goofy bat beast thing from *Jeepers Creepers* to the likes of King Kong, Godzilla and the Beast from *10,000 Fathoms*.

They simply don't match up. Truly the 1950s were the golden age of monsters. oversized creatures would pop up out of the most unlikely places, spawned by nuclear radiation, science run amok or exploration into places where man should never tread. What could be cooler than these gigantic beasts? Why putting them all together in a blistering combat game – that's what!

*War of the Monsters* is not a game that will ever be accused of being deep. This is not necessarily a bad thing, it's just a warning up front. Basically, if *Tekken* had a drunken fling with the eighties arcade classic, *Rampage*, this would be the love child spawned from the tryst. *WOM* is a fighting game that lets you choose from a small pool (10 initial characters and two unlockable ones) of massive beasts and then duke it out in various locations around the world. Unlike *Tekken*, and similar arena based fighting games, *WOM* gives you some serious playing area. Entire cities, desert bases and crashed UFO sites are at your disposal as your chosen creature fights against groups of enemies. And dispose of the cities you will, as *WOM* features the largest number of destructible buildings and environmental objects of any game in recent memory. If you were so inclined you could spend the entire game tearing the city of your choice a new orifice. A nice touch, also, is that if you wreck a city enough you can trigger a non-monster related catastrophe like a tidal wave, earthquake or volcano eruption.

The monsters themselves are an obvious homage to

the classic creatures of the '50s. There's the King Kong look-a-like, The Godzilla look-a-like and the preying Mantis of enormous size that looks a lot like the big insects from *Them!* The animation of these characters is crucial to the game's appeal, as each abomination has a unique look and fighting style. The monsters can climb buildings, shoot laser (or fire, or corrosive bile, depending on the chosen monster) and pick up cars, trains, planes and even an oversized broadsword (from the front of the Excalibur casino) and hurl them at your enemies. These abilities add much needed depth to a genre that has been looking a little tired of late. Despite this, *WOM* is just a simple fighting game. It looks great and it's a whole lot of fun, but with only twelve monsters to choose from and no 'Create your own monster mode' its staying power is unlikely to match that of the monsters it's based on. □ Anthony O'Connor

## WAR OF THE MONSTERS

### Why we'd buy it:

- It's a unique take on the combat game
- Trashing cities never gets old
- Being able to play as a monster is cool beyond words

**Graphics** Big, beautiful and brimming with character

08

**Sound** Power explosions and blood curdling roars

07

**Gameplay** Slightly limited combat but loads of fun

07

**Life span** Fun with friends but lacks inherent depth

06

*War of the Monsters* is a big, brash game that explodes with charm and burns brightly... but not for very long.



**OFFICIAL VERDICT**



■ ELECTRO WINS There goes \$50 we'll never see again.



Come  
press my  
△○×□

SPACE  
CHANNEL  
5  
Part 2™

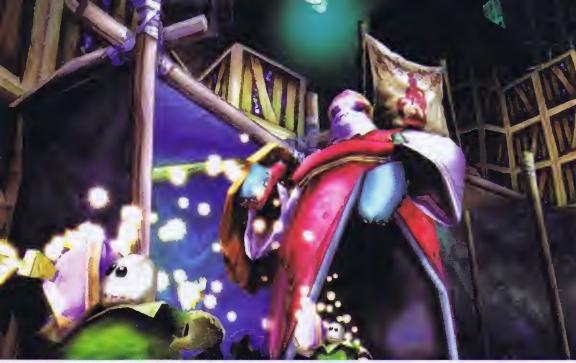
PlayStation.2

SEGA

THE PARTY PLACE

THE GROOVE PLACE

THE THIRD PLACE



KNUCKLE DUSTING Rayman tips the odds in his favour with these babies.



LUM LUM Grab these tasty tykes.



FOOTFALLS Don't trust the bridges.



## RAYMAN 3: HOODLUM HAVOC

The limbless one punches his way onto PS2, but is it a knock-out or a knock off?



PUBLISHER: UBISOFT  
DEVELOPER: UBISOFT  
RELEASED: Q3  
PLAYERS: 1  
OUT: NOW  
WEBSITE: WWW.  
UBISOFT.COM  
60FPS: NO  
60HZ: MODE: YES  
WIDESCREEN: YES  
SURROUND SOUND: NO

**BACK STORY**  
Known more for publishing power than its developing prowess, Ubisoft has been behind the Tom Clancy series for years and will be bringing Raven Shield and Splinter Cell this year. Splinter Cell has already been released on Xbox and proved to be a massive hit. All indicators are in place for Splinter Cell to be Ubisoft's blockbuster this year.



Rayman's third PS2 outing finds our half-bodied hero trying to repair the damage done by the black lum Andrel, who, while trying to take over the world with his rebel hoodlums, has lodged himself deep in the belly of Rayman's pal Globox. Now Rayman must negotiate eight hostile worlds and fend off legions of gun-totting hoodlums in order to find a teenie doctor capable of ridding his friend of this fly-like megalomania.

As in *Rayman 2: Revolution*, *Hoodlum Havoc* is a no-frills 3D platformer featuring jumps, power-ups and Rayman's unique ability to use his far flying fisticuffs to sort out enemies. Ubi Soft has opted to take the route of linking each level with a narrative thread, rather than having each level locked behind some magic door or portal. This gives the game a more natural flow, as you enter worlds for specific reasons, usually to find someone or something important, rather than simply because it's 'the next world'.

Each of the levels contain an obvious amount of graphical flair, with some savvy texture and lighting effects that elevate its visuals beyond many others in the genre. One example is a room in Razoff's house that features a large window with rich rays of sunlight streaming in, bringing the whole scene to life. While the style of the game, like many platformers, is cartoonish, the artists have opted for high production values rather than the cheap Saturday morning rush job. And it shows. *Rayman 3*, much like its predecessors, is a visual treat. The game's graphics engine makes sacrifices to accomplish this though, some of which are painfully evident. There are no sprawling worlds in *Rayman 3*, where you can stand atop a hill and gaze at distant obstacles you're on the way to tackling. Rather, Rayman's levels are rigidly linear, linked

together by small corridors, stairways and caverns that limit the sense of freedom and exploration.

To the game's detriment this linear structure continues into the gameplay as well. The lack of choices makes the game feel less like an adventure and more like an obstacle course. An example of this is the implementation of Rayman's power-ups. While his new abilities can grant him the power to bust open doors, hover to higher levels or use a grappling hook, each power only lasts long enough to allow Rayman to accomplish the specific task at hand, making their use feel far too scripted.

There are some entertaining boss battles, which spice the action up considerably, as well as some psychedelic board sliding segments, but these highlights aren't enough to secure the must-have status we were hoping for. At \$79.95 *Rayman 3* does offer a lot of platforming bang for your buck though. □ James Ellis

### RAYMAN 3: HOODLUM HAVOC

#### Why we'd buy it:

- Some great lighting and visual effects make for impressive viewing
- Off-the-wall humour that runs throughout the game

#### Graphics:

Great gloss, sheen and style but it lacks grandeur

#### Sound:

Some of the sounds are decent but most are weak

#### Gameplay:

Solid in a bare bones kinda way, but lacks freedom

#### Life span:

Unlockable mini-games, secret areas to unlock



■ BOUNCE BOUNCE Despite the touted realism, nothing happens when you smack into other riders.

## THE REAL MCCOY

Moto GP3 features 20 of the best riders in the world including Max Biaggi, Valentino Rossi and Gary McCoy. There are 15 real circuits including Montegi, Catalunya, and our very own Phillip Island (minus fairy penguins), along with 20 fantasy tracks. Over 40 bikes are available from the likes of Honda, Yamaha and Suzuki, in both two and four-stroke form.



PUBLISHER: SONY  
DEVELOPER: NAMCO  
PRICE: \$9.95  
PLATFORM: PS2  
CUT: APRIL  
WEB SITE: WWW.NAMCO.COM  
GAMES: RACER  
WIDESCREEN: YES  
SURROUND SOUND: NO

**■ BACK STORY**  
Namco's popular arcade game 500 GP was renamed Moto GP and released as a launch title for the PS2 in 2000. Namco has more than a little experience with racing games, with its long running Ridge Racer series attracting millions of fans across the globe.

# MOTO GP3

Wheelie good or the endo' the line for the Moto GP series?

**X** PS2 owners are not exactly spoilt for choice when it comes to decent motorcycle racing games, and it's safe to say that Namco is currently dominating the genre with its Moto GP series. However, the legendary Japanese developer seems to have fallen into the EA Sports-like practice of re-releasing the same game with little more than a couple of minimal improvements.

The two main additions to the Moto GP formula are the Challenge and Multiplayer modes, the latter allows up to four players to race head to head. The Challenge mode includes 100 individual tasks ranging from beating a certain rider one-on-one to, er, beating a certain lap time. The tasks aren't particularly diverse, but they are fiercely challenging. In some cases and you'll need to stick to the perfect driving line to be successful. The Challenge mode also features fantasy tracks that aren't part of the main game, including an especially tricky spiral shaped race.

Roundout the list of options are the mandatory Arcade, Season and Time Trial modes, as well as a Legends mode where you can test your skills against former greats like Mick Doohan and Wayne Rainey. Sadly, these Legends races are just single races against four other riders with recognisable names. It would have added a lot more enjoyment and a sense of the history of the sport if Namco had included some classic racing scenarios.

There is a lot of two-wheeled fun to be had here, but what really stands out when you play Moto GP3 is the awkward blend of realism and fantasy. If the bike's back wheel even touches the grass with simulation mode on you'll lose control and fly head first over the handle bars. Far enough, but why does nothing happen when your bike ploughs straight into the back of another bike at

200kmph? What's even more frustrating is that the already difficult cornering is made near impossible when using the new cockpit view because it offers little or no perception of the braking distances required for each turn.

Moto GP3 is every bit as good as the previous two games. The graphics are gorgeously detailed and run at a consistent 60fps. The AI of the other riders has been slightly improved, and winning consistently on the hard difficulty setting will be a testing task for even the most dedicated rev-head. The Season mode is quite fun while it lasts, and the Challenge and Multiplayer modes add considerably more depth and replay value.

Unless you're desperate for some four player motorbiking thrills, grab hold of the handlebars and steer well clear of Moto GP3. Hunt down a cheap copy of either of the first two Moto GP games and grab them instead. □ Tristan Oggie

## MOTO GP3

### Why we'd buy it:

- Excellent graphics and replays
- Real riders, bikes and teams
- Our Mums won't let us get real motorbikes
- Fun with four players

### Why we'd leave it:

- It needs a lot of patience to get any good at
- Can't change parts on bike
- The music is pure evil
- No different to Moto GP2

### Graphics

Damn good, but too similar to Moto GP2

03

### Sound

Decent engine sounds with horrible techno music

05

### Gameplay

Fun, challenging racing for bike fans

07

### Life span

Season and Challenge modes keep you going

07

A little repetitive and far too similar to the last two games. Still, it's the best motorbike game on the system thus far.

**07**

**OFFICIAL VERDICT**



■ PHEWI At least the bike is okay.





■ CASUAL JUMPER You know the drill: jump, jump, collect sparkly object.



■ GENE STEALER Sampling the DNA of monsters unlocks new morphs.

# DR MUTO

Wanted: mad scientist to 'save' the world. Doomsday devices and maniacal laughter not required.

PUBLISHER: ACCLAIM  
DEVELOPER: MIDWAY  
PRICE: \$99.95  
PLAYERS: 1  
CONTROLLER: N/A  
WEB SITE: [WWW.MIDWAY.COM](http://WWW.MIDWAY.COM)  
60HZ MODE: NO  
SURROUND SOUND: NO  
WIDESCREEN: YES

#### ■ BACK STORY

Midway has been keen to expand its gaming portfolio beyond traditional arcade titles. Dr Muto follows fellow high-profile platformer Haven, but accompanying sales of the latter do suggest that maybe these aren't the type of games that the public wants to play...

Imagine a messy one night stand between the cartoon *Jimmy Neutron: Boy Genius* and *Jak and Daxter*. It would be a drunken tale of Bacardi Breezers, a cheap hotel, both waking up in the morning with the horrifying realisation that clothes are missing and they're not alone (and if you haven't experienced anything like this yet, oh, you will). A lovechild born of this wham-bam union would have the gaming DNA of both parents – the bold graphics of *Neutron* and the orb-collecting ledge-leapery of *J&D*. Blessed – or should that be cursed – by its parentage, it might look something like Midway's *Dr Muto*.

The game doesn't actually do anything new. Nor does it capture the imagination with cool characters and breathtaking landscapes. But it does have a certain something. Crazy-haired Dr Muto, the designated platform hopper, is a mad-looking but not necessarily mad scientist – part Emmett Brown from *Back To The Future* and part Dr Frankenstein, with a pinch of *Futurama*'s Professor Farnsworth. It is from his bumbling genius that we get our plot. Having accidentally blown up his planet during the search for a new power source, Dr Muto must build a machine called the Genitor in order to put it back together. Of course, the pieces for this fabulous machine have been scattered across various different worlds.

Guided by a mellow-voiced, 2001-inspired computer called AI, Dr Muto's sci-fi quest is split across four different planets – Flotos, Totitec, Aeum and Mazon. Each one features several enemy-infested, puzzle-littered levels across which the

heroic doctor must run, jump and double-jump, not to mention blast and zap, climb, swing, swim and fly. But while *Dr Muto* seems to fit snugly into a familiar platform format, Midway's new game features several tweaks and twists to help cement its appeal with gamers. Right from the start, there's more to *Dr Muto* than health packs, spinning collectables and end-of-level boss battles.

#### GENE GENIE

For a platform game to truly stand out it needs to peddle a gimmick. *Jak and Daxter* featured a beautifully landscaped gameworld and Disney-style animation; *Ratchet & Clank* popped up on our radar thanks to its multi-planet environment and array of bizarre weaponry. In *Dr Muto*, the game's designers have given the shock-haired boffin the ability to morph into different creatures to help him overcome the later, trickier levels. In his default human form, the Doc can jump with the aid of rocket-powered boots. He also carries a Spilzz gun, a combination of blaster weapon, DNA-extractor and short-range, electromagnetic tractor beam.

By using the Spilzz gun's DNA extractor, the daring doc can sample the genetic structure of many of the enemies that he faces. By collecting enough samples from different creatures, various different 'morphs' can be unlocked. The first of these bio-manipulations is the Gerbillus Doctorus, transforming Dr Muto into a small rodent so that he can crawl through small holes to access new and secret areas. Extract DNA from fire ants, roaches and other skittering nasties and you can access Doczilla (half Muto, half ape), Arachnidoc (more 'spider' than 'man'),

■ THIN SPLIZZY The Spilzz gun can fire electro-magnetic blasts to stun enemies.



#### PLATFORM ESSENTIALS

*Dr Muto* may feature a quirky look and vivid interplanetary questing, but the trusted platform props are ever present. Let's tick them off.

##### 1. Gadgets



By collecting scrap metal parts on a level, you can unlock and use a range of gadgets, ie Super Boots.

##### 2. Collectables



This is the machine that will save the world. The Genitor 9000, however, has been lost.

##### 3. Maps and hints



View your progress through a level *Jok* and *Daxter*-style. There are Isotopes, DNA and Terra to collect.

## MIGHTY MORPHING

Dr Muto's big gimmick is that its nerdish hero has the ability to morph into different creatures. This allows the doc to overcome obstacles and puzzles. To unlock the morphs, you must capture DNA from lesser nasties.



This rodent morph is available at the start of the game, giving a dinky Dr Muto access to areas that big Dr Muto just can't reach.



To unlock the Doczilla morph you need to capture DNA from ten spider creatures and 20 roaches. Spizzi gun at the ready...



The Arachnidoc morph can climb up walls, produce timed 'arse bombs' and also fire webbing like a grappling hook.



Once you reach the water world of Aquem, the Spiny Doczilla morph is vital. Don't use it on dry land, however. You'll suffocate.

### ■ GETTING HIGH

Dr Muto has rocket-powered boots to aid jumping.

### ■ MONKEY BUSINESS

Certain game sections can only be overcome by using the morphs.



Docfish (do you want chips with that?) and Teradactyl (less a dino-mutation, more a flying squirrel).

Each mutation brings a new set of skills to the platform party. Doczilla has the ability to use monkey bars and can use its weight to depress large switches. Arachnidoc can fire webbing to swing across obstacles and detonate timed bombs. Docfish is perfect for the deepwater levels of the planet Aquem, while Teradactyl can take to the air and fire globules of something very deadly and green.

The immediate effect of these mutations is to break up the familiar jump-blast-jump game dynamic. The climbing, swimming and flying are all welcome diversions. They force you to use different skills to clear a level of its crawling/flying nasties and solve the familiar switch-based puzzles. But each level relies on the mutations rather than giving you an alternative way to complete a puzzle. Some key areas can only be accessed in the tiny rodent form, or by climbing webbing that only the spider mutation can cling to. Consequently, your path through the game is obvious, rather than challenging and repetitive, rather than innovative.

Midway has tried to spice things up a bit with unlockable gadgetry. For example, by collecting scrap metal power-ups on a level, you can access temporary Invulnerability and Invisibility cloaks, or pick up a Pocket Rocket (for blasting enemies) or Super Boots (for extra high leaping). And where Jak and Daxter challenged you to collect a full set of power cells on each of its levels, Dr Muto features sparkling green collectables known as

Terra. But Dr Muto isn't an instantly likeable hero. Mad scientists are rarely cool – they are typically sidekick characters at best. Poor camera tracking doesn't help matters either and imprecise character control makes gameplay frustratingly difficult at times.

Dr Muto looks good, plays well and boasts an impressive 22 levels of object-collection and nasty-blasting. But there's nothing here that you haven't seen before and nothing that we can tell you about with great enthusiasm or emphasise with capital letters. So is it just another platform game? Beyond the nice visual touches and the quirky gimmick, yes. But if a repeat prescription of platform adventure is what the doctor ordered, your next fix is ready for you to pick up. □ Dean Evans

### DR MUTO

#### Why we'd buy it:

- 22 levels of eminently playable platformer fun
- Interesting mutation aspect

#### Why we'd leave it:

- Linear and repetitive gameplay
- Poor camera tracking
- Imprecise controls

**Graphics** Seemingly stolen from Jimmy Neutron 07

**Sound** Whizzes, fizzles, ka-booms and banals 05

**Gameplay** Jumps, collect power-ups, jump... 05

**Life span** Four planets, 22 pretty tough levels 07

A very playable platformer indeed, but one that merely fattens rather than advances the traditional genre.

**06**

**OFFICIAL VERDICT**



■ SPIDER-MAN If Peter Parker had gained a spider's looks as well as its powers, he might not have been so popular.



■ YOU ARE HERE At key points during a level, you can check on your progress and gain hints from these map terminals.





# SHREK SUPER PARTY

There ain't no party like a Shrek club party... unfortunately.

**X** Remember Shrek? The Mike Myers-voled, bad-tempered, digitally-created stink bag who made us all laugh? Well, forget him, because this is another predictable film/game tie-in that takes a movie licence and a set of characters that captured our imaginations, and gives them a figurative 'good seeing' to In order to make some more money.

At least this isn't another malfunctioning, generic 3D platformer: Super Party is a collection of mini challenges and games. There are 30 in all, which, while fun to play, are offensively short-lived. Up to four players can take control of one of six characters including Shrek, Lord Farquaad, Princess Fiona and Donkey (all of whom are voiceless and have big heads), to compete in contests such as split-screen racing, onion tennis and a daff dragon chase. The victor of the game is the player who's collected the most bugs, which are then pulped into precious juice. Whoever collects the most juice over all 30 games is the winner.

Shrek Super Party is a colourful romp but it lacks the endearing humour and charm that made the movie a success in the first place. The animated flick appealed to people of all ages on several levels; this game will only appeal to the under nines with its 30 all-too-similar levels – by no means 'super' for the money you'll pay. What's more, you fear that the target audience are all too busy playing Harry Potter. □ **Mark Wyatt**

## SHREK SUPER PARTY

**Why we'd buy it:**  
- Can't afford a sober, inoffensive clown for a kids' party? This'll do

**Why we'd leave it:**  
- Just a big pile of mini-games. Nice ideas, but all too 'mini'

**Graphics**

**05** Funny film, funny old

**Sound**

**04** game. It'll be a laugh

**Gameplay**

**05** combined with friends but

**Life span**

**04** only until they grow up.

**OFFICIAL VERDICT**

**06**

**PUBLISHER:** TDK  
**MEDIAACTIVE**  
**DEVELOPER:** MASS MEDIA  
**PRICE:** \$99.95  
**RELEASE DATE:** OUT NOW  
**WEB SITE:** WWW.TDK-MEDIAACTIVE.COM  
**60HZ MODE:** NO  
**WIDESCREEN:** NO  
**SURROUND SOUND:** NO  
**PERIPHERALS:** MULTITAP



# DYNASTY WARRIORS 3: XTREME LEGENDS

Run rampant through Ancient China all over again!



Recently on the PS2 we've had a spate of remixes and expansion packs. The most noteworthy example is, of course, Metal Gear Solid 2: Substance but it seems the trend has spread all over the spectrum to such unlikely sources as *Dynasty Warriors*.

*Dynasty Warriors 3* was a solid, if flawed, title that intriguingly combined elements of hack and slash with (admittedly minimal) elements of strategy. Its main flaws were in its somewhat repetitive gameplay and its lack of depth.

*Dynasty Warriors 3: Xtreme Legends* attempts to fix those flaws with a beefed up strategy element and more customisable fighting options. This time around you can

give commands and attributes to your Bodyguards, giving the sense that you are actually fighting with a force of real soldiers rather than the Westworld-style automatons of the previous game. Also the graphics are slightly slicker, with more power-ups, weapons and specials being offered.

Ultimately, though, *Dynasty Warriors 3: Xtreme Legends* is an expansion pack. In the PC gamer sense of the word. You can use your saves from *Dynasty Warriors 3* but if you don't own that title you're playing with just a few more characters, levels and weapons.

However, if you're a hardcore fan of the *Dynasty Warriors* series and still have saved games from *DW3*, then *Dynasty Warriors 3: Xtreme Legends* is a quality expansion pack and a budget priced one at that. Fast paced, easy to play and with a more challenging difficulty level. This is the perfect way to kill time until *Dynasty Warriors 4* arrives. □ **Anthony O'Connor**



**BRIGHT SPARKS** Didn't see this last time we copped a beating.

## DW3: XTREME LEGENDS

**Why we'd buy it:**  
- We're hardcore *Dynasty Warriors* fans

**Why we'd leave it:**  
- DW4 is just around the corner  
- It's just a little bit more of DW3

**Graphics**

**07** A solid, entertaining

**Sound**

**07** expansion pack that will

**Gameplay**

**07** have *Dynasty Warriors 3*

**Life span**

**07** fans whooping in joy.

**OFFICIAL VERDICT**

**07**

## WILD ARMS 3

*Get ready to die! Hi-yaaa!*

**X** Final Fantasy may be one of the most successful game brands in the history of RPGs, but with its success comes a curse. You see, in attempting to better it, other RPGs have to emulate it to an extent in order to seduce FF's devoted subjects. And, for the most part, that cloning process extends to that bloody awful turn-based combat system which shuns the use of lightning reflexes and spontaneous decision making in favour of 'polite' pummelling whereby you take it in turns with your enemy to dish out devastation. *Wild Arms 3* is guilty of imposing such rage restrictions.

In keeping with the 'drifter' theme of earlier games (nomad warriors who go about gathering treasure, helping or hindering others they encounter) *WA3* sets it against a bizarre Wild West backdrop. The game begins on a train which is transporting a heavily guarded mystery object. Four very different warriors are suddenly brought together as they seek this object. Sadly though, the story line – arguably the most important aspect of

any RPG – is thinner than cigarette paper.

Hijacking the current, cel-shaded wagon, *Wild Arms 3*'s look is bold, bright and trendy, although if you squint you'll notice little distinction between this and its prequels.

*Wild Arms 3* does get some elements right – like the ability to save at any time and the way in which you can opt to skip some of the randomly generated battles. This RPG requires a lot of time, and may not be perfectly suited to all gaming tastes. □ Ryan Butt

**WILD ARMS 3**

|                         |                                      |                           |   |
|-------------------------|--------------------------------------|---------------------------|---|
| <b>Why we'd buy it:</b> | - It's refreshingly easy to get into | <b>Why we'd leave it:</b> | - The storyline is less believable than Jackie's no surgery claim |
| <b>Graphics</b>         | 05                                   | <b>Sound</b>              | 05  |
| <b>Sound</b>            | 05                                   | <b>Gameplay</b>           | 05  |
| <b>Gameplay</b>         | 05                                   | <b>Life span</b>          | 05  |

**OFFICIAL VERDICT**

**06**

*Also known as Beskar Colony, where the people believe in the sky gods that rule the world, the guardians.*

**X** Evolution Skateboarding could probably have oiled its way to glory as the best PS2 skateboarding game if Tony Hawk had retired after *Pro Skater 3*. Tony's fourth game, however, leaves Evolution with about as much hope as Roseanne trying to steal a modelling gig from Imogen Bailey.

Maybe it's not that bad, but *Evolution Skateboarding* does have its share of tumbles, the worst of which being its manoeuvring combos. *Evolution's* controls can only handle one command at a time, meaning that instead of mashing button combinations like there's no tomorrow, you have to wait until the move's animation has finished before you can perform another trick. This feature makes it overly difficult to pull off large combinations and reach high scores.

Despite this flaw *Evolution* is still a solid

**PUBLISHER:** INFOGRAMS  
**DEVELOPER:** KONAMI  
**PRICE:** \$109.95  
**PLATFORM:** PS2  
**RELEASE DATE:** NOW  
**WEBSITE:** [WWW.KONAMICOM/EVOLUTSKATE](http://WWW.KONAMICOM/EVOLUTSKATE)  
**60HZ MODE:** NO  
**WIDESCREEN:** NO  
**SURROUND SOUND:** YES

## EVOLUTION SKATEBOARDING

*Solid Snake takes on Tony Hawk.*

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Despite this flaw *Evolution* is still a solid



skateboarding title. The main game mode is no different to any other skateboarding game; you select a skater and race against the clock to complete specific goals in order to unlock new locations, skater parts and hidden boarders like *MGS2's* Solid Snake. For a bit of extra fun, Konami has also thrown in some level bosses including a runaway truck, a tank and a giant spider.

The locations are nothing to kick flip over, with the exception of *MGS2's* Big Shell. The level looks identical to the original game – well, except for the half pipes and ramps, and it has some nice features, like Cyphers that shoot at you while you skate.

Disappointingly, not even Solid Snake can make this game a contender. *Evolution Skateboarding's* slow and sluggish gameplay will suit players who find Tony Hawk 4 too fast. But if it's a serious sim you're after, then the *Pro Skater* series is still the king of the half pipe. □ Paul Frew

### EVOLUTION SKATEBOARDING

■ BUMP & GRIND  
The Skatefest mode combines tricks and collection tasks.



PUBLISHER: EA  
DEVELOPER: FOX INTERACTIVE  
PRICE: \$79.95  
PLAYERS: 1  
RATED: E10+  
OUT NOW  
WEB SITE: WWW.EA.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO



Tanks A  
Any Grind

| Krusty the Clown |     |
|------------------|-----|
| Speed            | II  |
| Turns            | III |
| Jumps            | I   |
| Grabs            | IV  |
| Grinds           | II  |

■ SKATER BOY  
Choose from Homer, Bart, Krusty, Otto and Professor Fink.



■ HAW HAW Nelson rips it up old-skool!

## THE SIMPSONS: SKATEBOARDING

The Simpsons. Is there anything they can't do?

**X** With a huge, global brand like The Simpsons, 20th Century Fox would be foolish not to turn it into a videogame. But what kind of game? Think, Homer, think... "OK, brain. You don't like me, and I don't like you, but let's get through this thing and then I can continue killing you with beer!" Come on brain... Hang on a minute, it's obvious! Why not make every type of game? "I am so smart S-M-R-T..." Later, somewhere in the Fox interactive factory, Professor Frink fires up the giant Gameblender 3000 and fishes around for an ingredient. The Simpsons and... and...

Skateboarding. It's an obvious brand extension. Bart Simpson is synonymous with a skateboard after all. So having whisked the Springfield five together with Crazy Taxi (*The Simpsons: Road Rage*) and with faked fighting (*The Simpsons: Wrestling*), *The Simpsons: Skateboarding* takes Homer, Bart, Chief Wiggum et al into the land of Tony Hawk. So should you expect a shallow imitation of THPS4, with a ramp-littered Springfield, all-too-simplistic gameplay and chunky graphics? Frankly, yes. The hook is the beloved Fox cartoon, not a decent skateboarding title.

Veteran boarders will know the drill: collect letters to complete a word, grab spinning bonuses within a time limit, all while nose-grinding, tail-grabbing and 360° flipping. Featuring digitised quips and throwaway lines appropriate to the character you've chosen, *The Simpsons: Skateboarding* certainly punches all the right fan buttons, but poor collision detection and uninspired level design will disappoint. To Fox, we echo Homer's own words: "You tried your best and you failed miserably. The lesson is, never try." □ Dean Evans

### THE SIMPSONS: SKATEBOARDING

Why we'd buy it:  
- We just can't get enough of the yellow devils

Graphics: **OS**  
Sound: **OS**  
Gameplay: **OS**  
Life span: **OS**

Why we'd leave it:  
- Poor quality, frustrating skating  
- Limited gameplay

Hopes to lure Simpsons fans and skate fans with its cartoon-coated ramp-jumping. Don't be fooled.



OFFICIAL VERDICT



PUBLISHER: INFOGAMES  
DEVELOPER: KONAMI  
PRICE: \$109.95  
PLAYERS: 1  
RATED: M17+  
WEB SITE: WWW.KONAMITOY.COM/SS3  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO



EYE SHOT  
This is what you  
don't want to  
be seeing.

## SILENT SCOPE 3

Warning: this game could get you a record at the FBI.

**X** Right, how do we put this sensitively in the light of recent events... The ability to pick off enemies in videogames from a safe distance – like you can in *MGS2*, *Medal Of Honor*, *GTA: Vice City* and, of course, the *Silent Scope* series – is undeniably satisfying. It's okay, you're not a psycho, it's perfectly normal. It's just a videogame.

For those of you who are unfamiliar with the concept, there's very little to grasp. You're presented with an on-rails system of movement (similar to that of a lightgun title) and, at various junctures, you're required to snipe targets that appear in your field of vision. Holding down **L1** allows you to take aim, and letting it go brings up the crosshairs for pinpoint accuracy. In this new, updated version, targets aren't restricted to human beings. In some sections of the game you'll be called upon to hit ammunition, barrels of flammable liquid or helicopter rotor blades. It's a vague attempt by the developer to widen the narrow scope of the series.

Silent Scope 3 is actually two separate games in one.

The first is identical to the arcade game *Silent Scope EX* and follows a branching story line. The second game – *Silent Scope 3* proper – is similar, but on completing the first mission you can choose which of the remaining six sections to play through. Unsurprisingly, the whole experience feels rather familiar. This was once a solid arcade blast, but with sniper rifles now featuring in every other PS2 shooter we can't help but feel that one-weapon games are now outdated. □ George Walter

### SILENT SCOPE 3

Why we'd buy it:  
- We don't own either of the other games in the series

Graphics: **OS**  
Sound: **OS**  
Gameplay: **OS**  
Life span: **OS**

Why we'd leave it:  
- Looking very dated  
- Repetitive and short-lived



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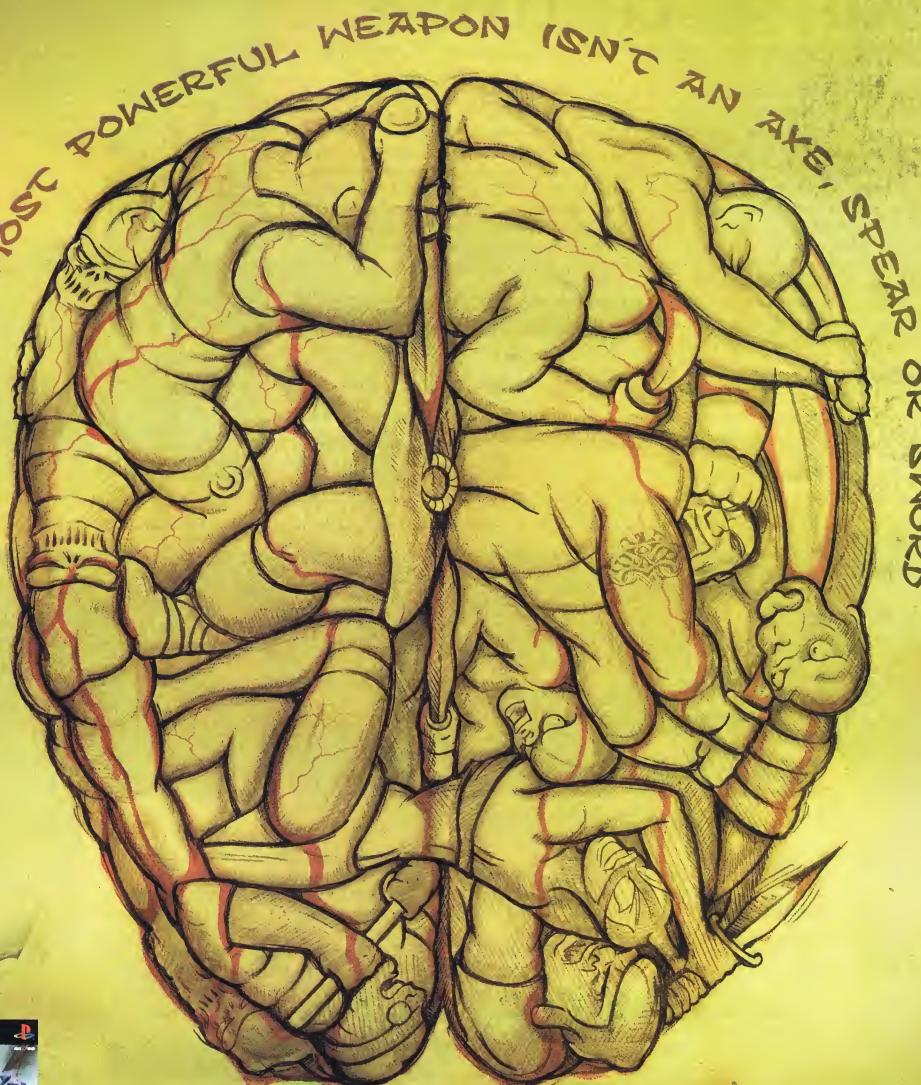
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# GRAND PRIX CHALLENGE

In a saturated market, this has got no chance of pole position.



As Formula One declines into over-regulated monotony, it seems that the only way you're likely to see a remotely interesting race is via your PS2. Long gone are the heydays of high speed crashes,reckless overtaking and anything but a Ferrari finish. Thank God for consoles and the ability to turn a parade lap into a physics-defying, 20-car pile-up.

This latest FIA-licensed offering, developed by Infogrames' Melbourne House [of Le Mans 24 Hours fame], certainly looks as glamorous as the real thing, with a gorgeously glossy graphical grid. There are enough set-up and race options to keep even the most ardent of F1 fans happy too, all of which are easily accessible via interactive pit-stops which let you make last-minute tweaks mid-race.

Grand Prix Challenge is certainly worthy of its licence, but sadly lets itself down with dodgy handling that veers between over-sensitivity and sluggishness. Despite some superior AI and an options grandstand packed to capacity with difficulty settings, car tweaks and game modes, the handling limits your interest –

even managing to overshadow the wholly unsuitable guitar soundtrack that accompanies races.

Qualifying, warm-up and practice races are laudable inclusions, but are liable to be overlooked by the need for some instant action, and even then, the most famous courses [such as Monaco] are locked at first. GPC isn't the pits, but anyone expecting the epitome of formula fun would be wise to exhaust other options first. Try looking elsewhere for your high-speed thrills [except TV on a Sunday afternoon]. □ Cat Channon

PUBLISHER: INFOGRAMES  
DEVELOPER: MELBOURNE HOUSE  
PRICE: \$89.95  
PLAYERS: 1-2  
OUT: NOW  
WEB: WWW.INFOGRAMES.COM  
60HZ MODE: NO  
WIDESCREEN: YES  
SURROUND SOUND: NO



**LAP OF LUXURY** Good-looking arcade action, but there are better options out there.

## GRAND PRIX CHALLENGE

| Why we'd buy it:                                | Why we'd leave it:                       |
|---|--|
| - It's far more interesting than the real thing | - Ridiculous handling and average action |

**Graphics** **06** GPC offers a huge variety of race and set-up options

**Sound** **06** in a nice-looking package.

**Gameplay** **06** Pity about the handling.

**Life span** **07**

**06**

**OFFICIAL VERDICT**



# SHOX

EA's gimmicky rally racer blows a tyre.



Shox is a rally game that claims to be different. It isn't. The cars are all fully licensed [from Porches and Peugeots to old Seventies fave, the Ford Escort Mk II]. And your task? To speed through five different championships.

The gimmick is that a 'Shoxzone' system is employed, in which you must complete key sections of each track within a time limit. Manage this and you'll be rewarded with a WipEout-style 'wave' which you can ride – the longer you do so, the more cash you'll be rewarded.

With your cash you can buy new vehicles, such as that Mini Cooper you've had your eye on – there's also a gambling component to the game in which you can up your kitty by beating other drivers in one-on-one races, but this feature is so tricky, it's almost rendered useless.

Shox's other contrivance is that, mid-race, a replay-style camera angle comes into play whenever you hit a large jump. It's entirely pointless and serves only to make races disjointed. This isn't helped by the unsophisticated handling and the way in which opposing AI cars bunch

together, meaning you can find yourself going from first to last place over the course of a single bend.

There's hardly a shortage of quality driving games for PS2, so it's going to take something pretty special to add anything worthwhile to the mix. Shox tries but, sadly, doesn't deliver. It's a solid enough package – certainly one that four-wheel fiends will glean some entertainment from – but once you've worked your way through the tracks, you won't go back for more. □ Oliver Hurley



**FINESSE INSTRUCTOR** It's speedy, but there's not much in the way of finesse.

PUBLISHER: EA  
DEVELOPER: EA  
PRICE: \$99.95  
PLAYERS: 1-4  
OUT: NOW  
WEB: WWW.UK.EA.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
PERIPHERALS: MULTITAP

## SHOX

**Why we'd buy it:**  
- Easily accessible  
- Offers plenty to unlock

**Graphics** **07**  
**Sound** **05**  
**Gameplay** **05**  
**Life span** **05**

**06**

**OFFICIAL VERDICT**

**BLEUURRRGH!** Squint and these garish visuals look like Ribena-powered vom.



# REVIEW

## HOT WHEELS VELOCITY X/4X4 EVO 2



# HOT WHEELS VELOCITY X

*It may be hot, but it's not ready to trot.*

**X** As popular as Hot Wheels may be in the playground at the moment, Velocity X only offers lukewarm appeal. As predictable and tepid as an episode of *Neighbours*, you'll find no surprises here. The usual arcade-style quick-fix multiplayer rubs tyres with a solo Adventure mode which has you racing around a crude, futuristic metropolis in search of ever more garish pick-ups and unlockable cars. However in this demanding post-GTA world, simple racing just isn't enough. Which is why Beyond Dreams has endeavoured to crank up the funometer with an arsenal of weaponry, a selection of stunts and a garage full of cars that wouldn't look out of place at a motor show.

Success in the main game modes will earn you more cars, tracks and weapons, which can then be used in both the single-player game and the game's two multiplayer modes. Despite the interesting physics (driving up walls, etc) and aforementioned

goodies, Velocity X is a dull affair, as violently average as a Ford Laser.

Of course, that's not always a bad thing – lots of people we know own Ford Lasers – but you're unlikely to see much action behind the wheel of one. If you're the kind of person who rates Ferraris above Fords, or *Driver* above *Driven*, you won't want to get into THQ's new set of wheels. Be they hot or not. □ Cat Channon

### HOT WHEELS VELOCITY X

#### Why we'd buy it:

- To keep a young Hot Wheels fan happy

#### Graphics

**05**

Velocity X is worth a look, but only if you can pick it up for a crazy discount price.

#### Sound

**04**

Micro Machines is better than this.

#### Gameplay

**04**

Velocity X is worth a look, but only if you can pick it up for a crazy discount price.

#### Life span

**04**

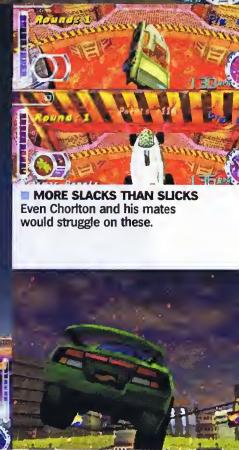
#### Why we'd leave it:

- Micro Machines is better than this



OFFICIAL VERDICT

PUBLISHER: THQ  
DEVELOPER: BEYOND GAMES  
PRICE: \$49.95  
PLAYERS: 2-4  
OUT NOW  
WEB SITE: WWW.THQ.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO



**CROSS COUNTRY** 4x4 Evo 2's tracks are huge and can feel a little long-winded.

**THE HILLS ARE ALIVE...** With the sound of, er, trucks.



**THE GRATING WIDE OPEN** Ironically, the game would be better for being less open.



# 4X4 EVO 2

*Hold on to your mudflaps, we're going off-road.*

**X** Somewhere out there in a place they call 'the country', people don't just use bulb bar reinforced 4x4 behemoths to take the kids to school or to nip off to McDonald's for lunch. In 'the country' they actually tear-arse over hills and through rivers in their monster vehicles. Y'know, actually going 'off-road'.

4x4 Evo 2 is a racing game for these blokes, and for anyone who thinks a track is only a suggested route to victory. The game features over 150 off-road vehicles from nine American and Japanese manufacturers including Dodge, Jeep, Toyota and Chevrolet. Cash won during races can be used to buy a bigger 4x4 or upgrade your chunky monster with a wealth of performance-enhancing parts. And once you've got your vehicle kitted out, there's no shortage of places to try out your off-road skills. Aside from Time Attack, Quick Race and Free Roam modes you'll find 56 separate championships to tackle on 40 courses worldwide. There is, to put it another way, a hell of a lot of off-road action to steam through.

But will you want to bother? Alas, handling is surprisingly light and slippery. Narrow race checkpoints make off-road corner-cutting a frustrating gamble rather than a source of pleasure. And call us fickle but 4x4s just aren't very sleek, so the incentive to get the cash for a top-of-the-range GMC flatbed isn't really high. There certainly are worse racing games out there, and at \$50 you do get a lot of racing for your money, but ultimately, 4x4 Evo 2 is dragged down by a lack of spark in its gameplay plugs. □ Paul Fitzpatrick

### 4X4 EVO 2

#### Why we'd buy it:

- We're hardcore 4x4 car fans

#### Why we'd leave it:

- We like more thrills with our racing games

Graphics **05**  
Sound **04**  
Gameplay **05**  
Life span **05**



OFFICIAL VERDICT

## DVD OF THE MONTH



■ KEEP ON TRUCKIN'  
You never can trust  
hitch hikers.



■ PULLING HIS LEG  
David Arquette fills his  
pants at the size of one  
of the spider's limbs.



# Eight Legged Freaks

It's an arach attack in B-movie land. Run for the hills!

**FILM:** During the Cold War paranoia of the '50s, Hollywood was infested with B-movie creature features like *Them!* and *Tarantula*, that have since entered the cramped hall of cult classics. *Eight Legged Freaks* is a nod and a wink to those movies; its tale of toxic waste creating giant spiders in Arizona provides the ideal scenario for cheap and cheerful action comedy.

All the genre staples are here: the small western town on its uppers; the bespectacled kid who's smarter than the adults; the corrupt local businessman; the new guy in town with something to prove [David Arquette]; the feisty sheriff [Kari Wuhrer] who rallies the locals against the mutant threat. The only new element thrown into the mix is that model beasts have been replaced by the magic of CGI, resulting in some truly grotesque hairy-legged horrors that'll have arachnophobes in a cold panic.

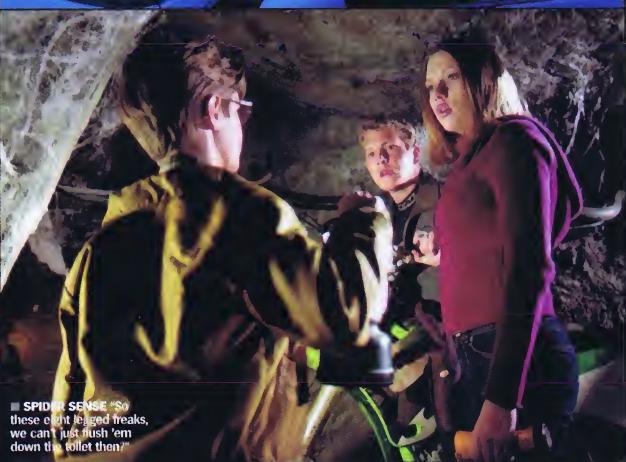
A surprise box office hit, *Eight Legged Freaks* is fun but flawed. Clearly aiming for the irresistible mix of laughs, thrills and community spirit that made giant mutant worms-fest *Tremors* such a joy, *Eight Legged Freaks* doesn't pop as often. While *Tremors* triumphed by playing it relatively straight, *Freaks* often verges on parody. And if the characters are too busy sticking a collective tongue in cheek to seem sufficiently petrified by bloody great web-spinners laying waste to their town, why should the audience be? **6/10**

**EXTRAS:** The group commentary brings together Kiwi Director Ellory Elkayem, Producer Dean 'Independence Day' Devlin and actor David Arquette and Rick Overton for an enthusiastic chat. A number of additional scenes mainly focus on character back story and would've added little to the film. Finally, Elkayem's short film *Larger Than Life* is included as the inspiration for the movie. **6/10**

**VERDICT:** Likeable creature feature entertainment but it's certainly no *Tremors*. □ LH



Director  
Ellory Elkayem  
Starring David  
Arquette, Kari Wuhrer,  
Scott Terra, Scarlett  
Johansson, Doug E  
Doug, Rick Overton  
Distributor  
Roadshow  
Out Now  
Price \$39.95  
Extras Commentary,  
Deleted scenes, Short  
film, Production notes  
Theatrical trailers.



■ SPIDER SENSE "So  
these eight legged freaks,  
we can't just rush 'em  
down the toilet then."

## EXTRA! EXTRA!

Listen to most film directors and they'll have you believe their latest brainless action romp was actually influenced by the writings of Samuel Beckett. Not so with Ellory Elkayem's *Eight Legged Freaks*. That was inspired by his very own *Larger Than Life*. A short film about a giant spider that he wrote and directed on a shooting set, it was seen by the *Independence Day* duo Roland Emmerich and Dean Devlin and led to Elkayem's feature film opportunity. It's hardly included on the DVD so check it out and note the numerous similarities with its big-screen brother.



# dvdreviews

Recommended viewing for your PlayStation 2 cinema system.

## True Romance: Director's Cut

Director Tony Scott/Starring Christian Slater, Patricia Arquette, Christopher Walken, Dennis Hopper, Gary Oldman, Brad Pitt/Distributor Roadshow/Out Now/Price \$24.95



**FILM:** The explosive combination of Quentin Tarantino (script), Tony Scott (Director) and Christopher Walken (psycho mobster) was always going to create a work of ultra-cool pulp fiction. *True Romance* doesn't disappoint. Following young lovers Clarence (Christian Slater) and Alabama (Patricia Arquette) as they go on the run with fifty grand's worth of mafia drugs, the movie swaggers from comedy to action, from drama to thrills – on the way, squeezing in a host of fantastic characters and a masterclass in screen acting courtesy of Walken vs Dennis Hopper in 'the Sicilian scene'. Looking for a story with sense and narrative

credibility? Forget it. This is an incendiary video geek's fantasy that revels in all kinds of excess while always remaining grounded by the sweetness of the central romance. Oh, and *Sopranos* fans: check out James Gandolfini's debut movie role as a hitman smashed to pieces by the foxy Patricia Arquette. **9/10**

**EXTRAS:** Three great commentaries from motormouth Tarantino, Tony Scott, and Christian Slater with Patricia Arquette. Dennis Hopper, Brad Pitt, Val Kilmer and Michael Rapaport also provide selective commentaries on their scenes. 11 deleted scenes and an alternative ending complete the package. **8/10**

**VERDICT:** An exceptionally funny, kinetic lovers-on-the-run romp. □ LH

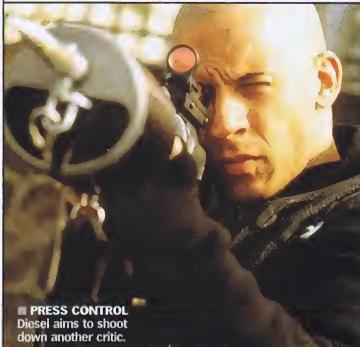


### EXTRA! EXTRA!

*It's a Walken/Hopper verbal stand-off. It's a classic movie moment. It's 'the Sicilian scene'.*

Walken wants Hopper to snitch on his son. Hopper doesn't want to. What follows is one of the finest scenes in film history and it warrants special attention in all the DVD's commentaries. According to Tarantino: "If you wanna see great actors being great then this is the scene. It's almost too good. Most films couldn't recover from having such a magnificent scene at the mid-point of the movie."

**SWEET HO ALABAMA**  
Patricia Arquette – the sexiest chick to wear a cow-print mini skirt.



### PRESS CONTROL

Diesel aims to shoot down another critic.

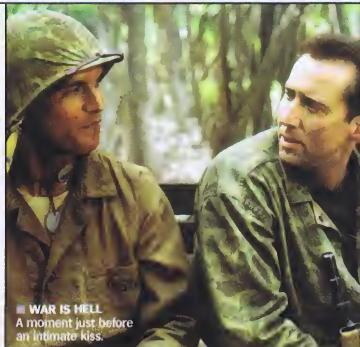
## XXX

Director Rob Cohen/Starring Vin Diesel, Samuel L Jackson, Merton Csokas, Asia Argento/Distributor Columbia Tri Star/Out April/Price \$36.95

**FILM:** It's almost predestined that Vin Diesel will become a huge Hollywood star, but it should not be on the strength of *XXX*. The premise of thrusting the trouble-making extreme sports star (Diesel) into international espionage is an interesting one but the plot soon trails into stupidity. *XXX* billed itself as the James Bond for a new generation and it lives up to that claim action-wise, but modern audiences expect and deserve more. The days when witless Commando-style action cut the mustard are long gone. **4/10**

**EXTRAS:** Commentary by the director, a *XXX* Filmmaker's Diary, making of featurettes, deleted scenes and a music video. **6/10**

**VERDICT:** Rocket paced and visually spectacular, *XXX* will satisfy die-hard action fans but others will feel short-changed. □ KA



### WAR IS HELL

A moment just before an intimate kiss.

## Windtalkers

Director John Woo/Starring Nicolas Cage, Christian Slater, Adam Beach, Roger Willse, Mark Ruffalo/Distributor Fox/Out Now/Price \$34.95

**FILM:** It's official, then. John Woo has lost his way. A World War II drama following two US marines as they protect Navajo Indian code talkers during an assault on Saipan should have provided a great showcase of his skills: ballistic violence, themes of moral duty, more balletic violence. Instead it's a big cliché-ridden disappointment. Even the battle scenes are lacklustre – unbelievable when you consider the spellbinding carnage of Woo's Hong Kong output. **4/10**

**EXTRAS:** On The Set Diaries goes behind-the-scenes on the shooting of four key sequences. There's a glimpse at the rigours of the actors' boot camp, commentaries by Slater and Cage, and Beach and Willse, plus a standard Making Of featurette. **7/10**

**VERDICT:** John Woo does WWII to underwhelming effect. □ LH



### FROM DUSK TILL DAWN

Director Quentin Tarantino turns his hand to the vampire legend and comes up with a terrific romp. He and George Clooney play a pair of criminal brothers who take hostages and head for Mexico. However, they wind up in a remote bar filled with undead and must co-operate to survive.

## PS2 EGGSTRA

Hidden DVD treasures for your pleasure.



### PREDATOR: SPECIAL EDITION

**WHAT'S IN STORE?** You'll get to watch an on-set interview with wrestler-turned-politician (l) Jesse Ventura who plays Knucklehead, commando Blain, **WHERE IS IT?** Stick disc two in your machine then highlight Classified Action. Press 'up', which will make another version of the Predator's hunting symbol appear. Now press 'enter' to access the interview.

**SEND US YOUR EASTER EGGS** Spotted a DVD bonus? Then drop us a line at OPS2@derwentward.com.au and let us know where and how you found it.

# Postal

This month we talk about the quality of preview demos and uninteresting credit sequences.

THE LETTERS ARE FLOODING IN NOW SO KEEP THEM COMING! IF YOU HAVE SOMETHING TO ASK OR SAY, WRITE TO US AT OPS2@DERVENTHOWARD.COM.AU OR SEND SNAIL MAIL TO OPS2, DERVENT HOWARD PTY LTD, PO BOX 1037, BONDI JUNCTION, NSW 1355. THE WINNER OF THE STAR LETTER EACH ISSUE GETS A GAME – A GOOD GAME – OF OUR CHOOSING. JUST REMEMBER: WE WANT INTERESTING, INFORMED LETTERS THAT TALK ABOUT THE SAME THING. NO FLAMING, NO MY CONSOLES BETTER THAN YOURS, AND NO WHEN IS GAME XXX OUT? ETC AND FOR MERCY'S SAKE USE THE SPELLCHECKER IF YOU SEND YOUR LETTER BY EMAIL. THEN WE MIGHT, TOO, WE RESERVE THE RIGHT TO TRUNCATE, HACK AND SLASH YOUR LETTER SEEMINGLY AT RANDOM.

## STAR LETTER

### DEMO DELUSION

"Demos don't reflect the quality of the actual game." How many times have I seen that message and how many times have I failed to take any notice? But how true that statement can be. After playing *The Getaway* demo from OPS2's 10 I immediately came to the conclusion that the game was terrible. The driving was good, but the on-foot action was almost uncontrollable. Then and there I decided that I wasn't going to buy it. However, after an unfortunate mishap with *The Simpsons: Skateboarding*, a lost receipt and some very kind and helpful sales staff, I decided to get *The Getaway* after all. What can I say? I was shocked at the quality of the demo in comparison to the quality of the game. With smooth driving and good shooting control the finished product is so different. I hope nobody else has written off this brilliant game based on the gameplay in the demo. Simon Powell, via email

### CREDIT WHERE IT'S DUE

Hands up who actually bothers to watch the credits at the end of every game? Game developers seem content with making the credits the dullest feature of the game. Why don't they make them more interesting or exciting? Then we'd take notice of the people who have spent months and months of hard work to bring us the game we've just played.

A perfect example is *MGS2*. This is undoubtedly one of the greatest games of all time, yet for the credits we just sit through hundreds of scrolling names on a blank background with crappy music whining along. So who was that guy who created those excellent rain effects? And who was behind the voice of Olga? See what I mean? Now then, if you had Snake rolling onto the background and firing the names onto the screen with his AK, or Raldein slicing the names with his high frequency blade – now that would make you take notice, wouldn't it?

Tom Bransby, via email

Surely though Tom, credits are the dullest feature of a game? That's why most of us dash out of the cinema the moment the credits start rolling – making last orders is generally far more important than finding out the name of the Key Grip. Introducing the major credits in the style of a movie

While you're overly harsh on *The Getaway* demo, Simon, you're absolutely right in highlighting the difference between the demo and the final product. Here's the reason: in order for a demo to meet the deadline for our disc and give you an upfront taste of the game in question, it usually needs to be submitted before the full game is finished. As any software company will tell you, the final few weeks of development are the most important and often crucial. Gameplay and graphics tests will only fall into place right at the last minute, sometimes too late to be implemented in the demo. That's why our disclaimer exists: We reckon you'd rather play a game demo first than shell out \$100 cold, but you have to bear in mind that demos are not always extracted from final code. In order to get the full picture on a game, you need to read our reviews too!

during the opening scene of a game – a la *MGS2* or *Vice City* – helps enhance the cinematic atmosphere, but otherwise the credits are best kept at the back of the manual (where anyone who's really interested can still find them), and development time can be better spent improving the game.

### LICENCE TO PRINT MONEY

Is it true that the PS2 prints out the money you have accumulated in *GTA: Vice City* when you have achieved 100% percent? If so, where does the paper go?

And where can I get it from?

Chris Pyke, via email

Chris, did you know that they've removed the word 'gullible' from the dictionary?



### ONLINE ALARM

I am slightly concerned about the news that PlayStation 2 will shortly be going online. I do not wish to moan but it seems to me that games companies are only likely to cater for online users. I would like to know if games such as *Resident Evil Online* will be made 'online only' – and would this mean that people who are unable to afford online gaming will be left out and left behind?

Chris Pukusinski, via email

There will be no sudden shift from offline to online gaming. In reality, less than five percent of games on the 2003 release schedule are touting online options, and in most cases this is only a bonus to a full offline game. *Resident Evil Online* is an exception, as 'online only', but games have to make this step forward at some point. Take solace in the fact that broadband costs are falling all the time; the advent of online gaming should hasten this trend.

### COMPOSE YOURSELF

Since buying a PS2 six months ago, I have spent more time playing MTV Music Generator 2 than anything else. I've made over 20 tracks varying from ambient to techno which I have put onto CD and MiniDisc. Everyone who has heard them says I should send them to record companies but at risk of sounding a little big headed I am worried that because I have used MTV samples, there is nothing I can do to stop a record company using my ideas. Also, once I have sent it off, I have no way of proving the music came from me. Is there anything I can do?

I have used an optical lead from my PS2 to record. The digital quality is so good that friends who are DJs say they want to use my tracks. Please can you advise me whether I would get into trouble if I made copies of my work or if I would be breaking the law in any way?

Daniel Gardner, via email

The samples in MTV Music Generator are copyright free, meaning it's fine for you to press up copies of your tunes and distribute them to friends or even commercially. That's exactly what rapper/producer Motley did. Record companies receive demos all the time, and it's highly unlikely that they would rip off your ideas if you sent them your CDs. But if you are genuinely concerned you should probably speak to an expert on the matter and get in touch with a music lawyer.

### FREEDOM FOR MY PEOPLE

How long are we going to allow the self-appointed arbiters of taste within the console industry decide for us that open-ended/freeform games (and to a lesser extent strategy games) are solely the preserve of PCs? This is a self-perpetuating belief; publishers decide that console gamers do not want an involving, complex strategy game, and so they are not published. Console gamers therefore never express an interest in these games and this is taken as validation of the publisher's original belief. It's as ludicrous as saying that paperback readers want different books than hardback readers.

Look at *GTA: Vice City*. What is its secret? It's a non-linear game, but one which allows traditional console action within an open-ended environment.

This is what separates it from the menu/stat-driven PC alternatives. Console gamers do want games allowing plenty of freedom, but freedom within which we can manipulate the game with traditional fluid game mechanics.

C Forrester, via email

The *GTA* games are certainly unique among console games, and that's precisely because they offer freedom of play within an action game framework. Most freeform PC games are strategy or RPG-based and naturally that's far less appealing to adrenaline-fuelled console gamers. However, the PS2 is proving admirably that it can be home to every genre of game – for instance, what about *The Sims* or the forthcoming *Everquest Online Adventures*?



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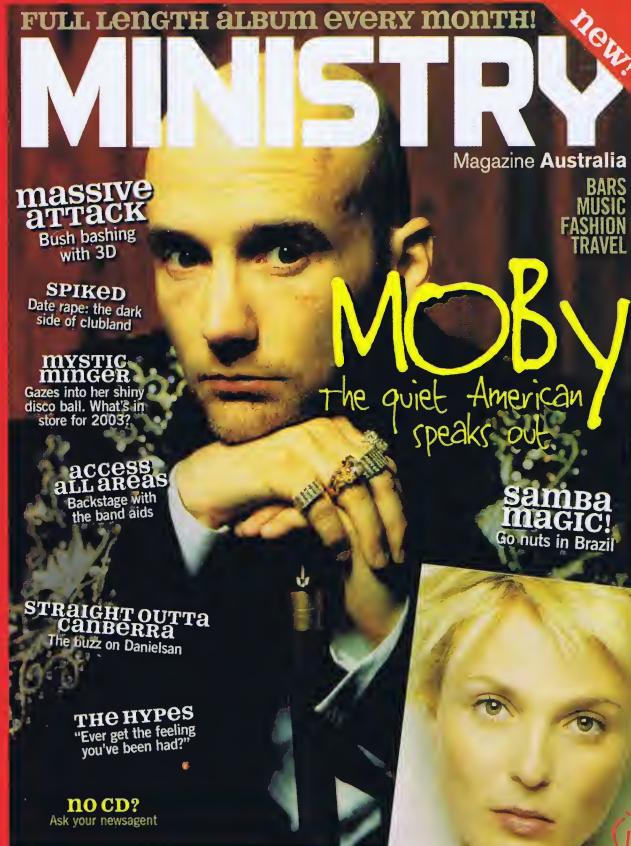
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Bush bashing with 3D

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Date rape: the dark side of clubland

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Gazes into her shiny disco ball. What's in store for 2003?

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# HARDCORE

Tips, tricks, cheats and challenges courtesy of Official Tips Mag!



What's that thick smell pervading the Hardcore section this month? It's pure testosterone. It's possibly the blokiest month yet with crook and cop missions cracked in our Getaway walkthrough and more tips on Vice City. Plus there are some suave NightFire tips.

Richie Young

Richie Young, Official Tips Guru

## IN HARDCORE THIS MONTH

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YOU  
WANT MORE?  
From the OPS2 crew, a guide-  
mag devoted to  
GTA: Vice City

## WALKTHROUGH

# THE GETAWAY

Rival gangs giving you hassle? Can't shake the filth? Look no further for some good honest advice.

## CARS

A gangster really is only as good as his getaway car...



■ BUS STOP The bus is slow but it'll take on any car and come out unscathed.

There are precisely 64 different makes and models of cars in *The Getaway*. Half the fun of playing the game is trying them all out. We won't list the faults and virtues of every car for fear of turning into Peter Brock – but here's a few hints.

The tougher vehicles – buses, taxis, vans and Range Rovers – might take an awful lot of damage, but they also have terrible acceleration and overall speed. You won't be able to easily shake off the police or gang members in them, so you're likely to end up taking twice as much damage anyway.

Small cars like the Citroën Saxo and Nissan Micra are generally useless. They offer some acceleration but poor top speed and little resistance to damage. Their only saving grace is being able to get through tight gaps and drive on smaller pavements.

Anything sporty is definitely worth nicking. The sports cars have top acceleration and speed and are perfect for nipping through traffic and shaking off a police tail. The Saab 900 or Alfa Romeo 154 are definitely worth looking out for.



## THE GETAWAY

|                            |
|----------------------------|
| ■ PLAYERS 1                |
| ■ MEMORY CARD SPACE 50KB   |
| ■ DIFFICULTY MEDIUM        |
| ■ COLLECTION TIME 10 HOURS |
| ■ REVIEWED OPS2#10         |

## VERDICT

"A compelling trawl through London's criminal underworld. Certainly the most cinematic experience yet on PS2."

|           |    |         |
|-----------|----|---------|
| Graphics  | 09 | Overall |
| Sound     | 09 |         |
| Gameplay  | 09 |         |
| Life span | 09 | 09      |

## DRIVING SKILLS

*They never taught you this at driving school...*

### GETTING AWAY

Police and gangsters trying to stop your car always use the same methods. If a car is driving towards you on the other side of the road, it will swerve in front of you to stop your car. Slam on the brakes, then drive around them, or anticipate which way they're going to go, and drive the other way. They'll be left trying to straighten up. Put your foot down and you'll lose the tail no problem. When they're behind you, they will pull up alongside and nudge your car sideways, eventually stopping it. Slam on your brakes to make them sail past you. It will take them valuable seconds to get back on track. Weaving through traffic on the wrong side of

the road is risky, but try it and you'll soon hear the sound of knackered police sirens dying behind you.

### CAR DAMAGE

Watch out if smoke starts to come from the engine of your car. You'll have a limited time to get out before the engine blows completely, bringing your car to a halt. The amount of time you've got depends on the type of car. Worse still, if you have another accident in a smoking car, it might burst into flames. It is possible to escape from a burning car, but you need to get out very quickly. Driving over a police stinger will cause your car to slow down to a crawl or even stop completely. Look

out for stingers at police road blocks – it's far better to hit one of the police cars than drive over a stinger and lose most of your speed.

### UNWANTED ATTENTION

If you want to avoid police attention, you'll have to stick to the highway code. So strangely enough, hitting other cars, driving on pavements and running over pedestrians are big no-nos. Driving the wrong way down a one way street or on a roundabout, nicking a car or running around with your gun un-holstered will also send the sirens into a frenzy. Although points on your licence would be the least of your worries.

## WEAPONS

**Forget blades, knuckle dusters and baseball bats, the gangsters terrorising London's streets today come toolled up with something a little bit more fatal.**

### GLOCK 17

The weapon that both characters always have tucked in their inside pockets. It might be basic, but it's very effective. The Glock is one of the best guns to use on enemies in the distance and it's deadly up close, too. It'll take about three bullets to put someone down, but it fires shots in quick succession. Clips last for ages and there's always plenty of ammo lying around. With twin Glocks, there'll be no stopping you.

### SHOTGUNS (SAWN OFF SHOTGUN AND COMBAT SEMI-AUTOMATIC SHOTGUN)

Great for close combat – the Sawn-Off Shotgun in particular will kill outright anyone nearby but if you're up against several baddies, they'll be all over you in the time it takes to re-load this beast. Both the Sawn-Off and Semi-Automatic Shotguns are useless at a distance.

### AK-47S ASSAULT RIFLE

A great all-round weapon. Perfect for spraying bullets around if you're up against loads of people. Also effective at a distance. Only problem is, it runs out of ammo pretty quickly, so don't hold that trigger down any longer than you have to.

### HECKLER & KOCH MP5-A5 SUB-MACHINE GUN

The MP5 is much like the Assault Rifle, only better. This weapon's quite difficult to come by – but you'll usually find it during riots. Being a sub-machine gun, it's rapid firing and more effective than anything else at killing loads of enemies up close, but not so good at a distance. Get yourself twin MP5s and the world is yours!



■ MASS ASSAULT Get massacring with an Assault Rifle. Just mind the crates.

## STREETWISE

*You won't get far as a gangster in this seedy underworld without the right attitude.*



### STEALTH MODE

Always use stealth to peer into rooms and around corners. You'll get a head start on anyone who's lurking. Try taking a lucky shot if someone's in your line of fire. Otherwise, the best course of action is jumping out and firing, then ducking back. If anyone runs at you, get ready with a pistol whip.



### TAKING HOSTAGES

Gangsters aren't too bothered about hostages. Grab a civilian and they'll probably laugh then shoot you both. The police, however, back right off at the sight of a gun. Otherwise, the best course of action is jumping out and firing, then ducking back. If anyone runs at you, get ready with a pistol whip.



### ARRESTING PEOPLE

When playing as DC Frank Carter, you have the pleasure of being able to arrest criminals. You don't have to – no one will mind if you just shoot them all – but in the stealth levels, arresting is better. To make an arrest you need to sneak up on your target – they'll shoot if they see you coming.



### REGAINING HEALTH

Don't underestimate how many times you can heal yourself. Even in the thick of gun battle, run off and hide somewhere, and there's a good chance you'll get away with resting – the bad guys don't always follow. Standing still for 30 seconds is better than playing the whole level through again.

## PART ONE: MARK HAMMOND

### MISSION 01



#### THE FRIGHTENER

■ The chase to the warehouse  
Go after the red Rover 75. Don't lose sight of it for any longer than 45 seconds consecutively or you'll lose the mission. Follow the car's indicators if you're not sure which way it has gone.

#### ■ The shootout in the warehouse

At the warehouse, get your gun at the ready. Don't let the first two men see you. Use stealth by the doorway and shoot them from here. Enter the yard and immediately walk right. Follow the fence around the perimeter of the yard until you reach two skips, and shoot the two gangsters by the door. Collect the Assault Rifle from one of them. Enter the warehouse and quickly go left. Lean out from behind the crates and pick off the gangsters standing around the warehouse. Watch out for a guy who runs from one of the rooms on the left. Go through the doorway at the top of the steps to pick up another Assault Rifle.

Continue carefully around the warehouse until you reach the doorway that leads to the next part of the warehouse. Kill the gangster walking up and down from the safety of the doorway, then walk through the nearest gap in the crates until it ends. Walk right and lean around the corner by the pillar to kill another gangster. Check out the rest of the warehouse. There should be one more person to kill. Exit through the open door on the far wall and walk up the stairs. There's one gangster to kill on the way up.

Kill the two gangsters in the next room from the doorway, then enter the room and kill one who appears near the exploding canisters. Go around the corner and lean around the next corner – there are two men to kill in the corridor. Finally, enter the next room and you'll meet Charlie.

### MISSION 02



#### BURNING BRIDGES

■ Set the Republic restaurant alight  
Follow the car's indicators to the Republic restaurant. Kill the guy standing outside and anyone else who runs to help, then shoot anyone who is armed in the restaurant on your left. Go up the stairs. There are a couple of people on the way up to shoot. If you get injured, lean against the wall to recover before continuing. Kill the people in the next restaurant area to your left and get the Shotgun. Continue up the stairs to an open door and stand to the left of it. Lean in and kill as many of the gangsters in this room as possible using the Shotgun.

Enter the room and walk right. Lean around the next wall to kill the remaining people. When you shoot them, your bullets will shatter the torches on the wall behind. Make sure they all blow up and the fire alarm sounds before you make your escape.

#### ■ Lose the cops and get out of Soho

By now, the police will have arrived outside. Leg it back down the stairs, shoot any police officers that are directly in the way, then get into one of the police cars and get the hell out of there. Once you've lost the police tail, the mission will end.

# HARDCORE

## →MISSION 03

### ART APPRECIATION

#### ■ Find the drug-filled statue in the basement of the art gallery

Follow the car's indicators to the gallery. Your journey won't be quite so easy now you've upset a few people. Keep your gun holstered when you enter the art gallery, and walk left towards the stairs. As soon as you start to walk up to them, the Triads standing around at the bottom will whip out their guns and start shooting, so be ready for them.

Walk up the stairs and kill the Triads who are standing through the open doorway in front of you, then enter the next part of the gallery. Now, the Triads will start to come thick and fast. When entering each new section of the gallery, check all is clear first by leaning around the corner, then roll across the room, minimising the risk of being hit. You'll get opportunities to regain health, but be on your guard – it's likely you'll be interrupted while standing still.

Go down the stairs. There are a couple of Triads at the bottom. Enter the doorway on your left, shoot the guy standing on the stairs, then go down to the basement. Look around the right corner at the bottom of the stairs – there are two men hiding behind the boxes. Either entice them out with a gunshot and kill them from here, or roll over to where they are. As you go to cross the basement, some Triads might run down the stairs behind you. Hug the wall before proceeding to the main part of the basement. There are around ten Triads ahead, some with Assault Rifles. Kill them from this position, then collect one of their rifles. Continue forwards, there should only be one or two Triads left to kill. The statue is on a crate around the corner to your right.

#### ■ Meet Charlie in the Spotted Dog pub

The Triads will be after you, but they're not too hard to shake off if you put the pedal to the metal. It's hard not to break the law when you're fleeing angry Triads with guns, but try not to do anything illegal in front of the police or they'll rather unfairly come after you as well.

## MISSION 04

### AIDING AND ABETTING

#### ■ Drive Eyebrows to stop the prison van

Get to the police station within the time limit. Avoid a police tail on the way or the next part of the mission will be much trickier. You must complete this mission in the Lexus that you start in, for reasons that become clear later on, so don't smash the car up. Don't stop when your hazard lights flash – the prison van will drive away and you must go after it.

Your car automatically slows down while the ambush occurs. Once it's over, you can go after the prison van and get ramming. Get alongside the van and drive into the side of it, rather than shunting it from behind. Once the van starts smoking, it slows down so finish it off.

#### ■ Deliver Jake and Eyebrows to the warehouse

Once business has been taken care of, you need to drive Jake and Eyebrows back to the warehouse. Again, this

part of the mission must be completed in the Lexus – Jake can't go running around in search of a new car. The police will be after you in a big way. Just keep driving – even if you make it to the warehouse with four blown tyres and three police cars behind you, you'll still complete the mission. It's one of the wonders of videogaming that police forget so fast!

## MISSION 05

### TAXI FOR MR CHAI?



#### ■ Sneak back into Charlie's office

Wait for the guy standing in front of you to move, then enter the next part of the warehouse. Walk right and follow the perimeter of the warehouse. Pistol whip the guy with his back to you who is blocking the door that you need to go through. Run straight into the alcove on the far side of the next room to avoid detection by the gangster who walks down the stairs. Go up the stairs and stay next to the doorway until Charlie and his mates leave the room – you'll see two leave, then one more will walk through.

Go through the open door, into the office then run through the next doorway into the next office. Pistol whip the guy standing inside with his back to you. Exit this office, walk left and through the next door. Walk right and enter the open door in front of you. The other door in this room leads to Charlie's office.

#### ■ Drive Johnny Chai to the Siu Fung in Chinatown

Follow the car's indicators to Chinatown. Try to avoid confrontation with gangs and the police, but it's likely that the Soho gang will be after you along the way. Don't smash up the car with Johnny in it. At your destination, keep driving until the cut-scene kicks in.

## MISSION 06

### OUT OF THE FRYING PAN



#### ■ Lure the Triads back to Holywell Street

The Triads will chase you relentlessly. Don't bother driving slowly to let them keep up. Every time one of their cars is destroyed, another will join the chase. Drive as quickly as you can. Follow the car's indicators to Holywell Street and when you get there, your objective will change.

#### ■ Survive the gun battle between the Triads and the Yardies

Go in the yard through the entrance marked Durrant and Taylor. Shoot the guy standing with his back to you and grab his Automatic Rifle. Enter the yard and go right. Roll to avoid taking too much damage. Now hide behind the trailer with MAERSK written on it. From a safe distance, shoot the exploding canister next to it. This wise precaution will make sure no one else shoots it later and kills you. The Triads and Yardies will start to shoot each other.

Lie low in this position, and if anyone comes around the trailer and starts shooting you, press **□** to auto aim quickly and shoot them. Keep your head down for a while, then once the bullets stop flying, lean around one side of the trailer, then the other, and take down anyone still standing from this safe position. Make sure you get all the gangsters standing in the windows of the building. Now run into the rubbish room and kill the Yardie standing in there. To complete the mission, exit the yard the same way you came in.

■ TAKE THAT Try to shoot the bad guys, not the customers. Oh, what the hell...



## MISSION 07

### FILTHY BUSINESS



#### ■ Find the telephone repair van in Grosvenor Place

Grab one of the gangster's cars parked outside the yard and get moving – the police are on their way. It's quite a long drive to the telephone repair van, so try to keep a low profile with the police. There will also be gangsters trying to gun you down along the way. Get into the van once you reach it.

#### ■ Eliminate the real telephone repair van and get to Snowhill Police Station

Head to the police station. When Mark says, "Right then, you've had it," he's spotted the other BT van. Either ram the van until it stops, or force it to stop by blocking its path. The driver will get out. Run him over and make sure he's dead. You have a time limit to take out the van, and to get to the police station.

#### ■ Find a gun and kill Inspector McCormack

Once inside the police station, follow the policeman to the room with the telephone wires and wait until he leaves. Follow the signs to the first floor, and the evidence room. Collect the Handgun from the floor, leave the room and turn right. Inspector McCormack will be talking to a police officer with a gun. Wait for them to walk away then follow them – but make sure they don't spot you.

In the computer room, walk left and follow the wall to the exit, avoiding being seen by the police officer standing in here. The Inspector will enter the Serious Fraud Squad office. Don't follow him in here –

■ APPLES AND PEARS Sort out anyone lurking at the top of stairs or else they'll kill you.



instead, walk past the door he entered through and go right. Wait for him to exit through the other door. Now follow him down the stairs and through several corridors. Don't shoot him until he stops inside a room, outside of the interview room. He'll take quite a few hits and he's armed.

#### ■ Getaway with Yasmin from the Police Station

In this section, you need to exit the police station. Head for the back door, following the exit signs. Ignore Yasmin telling you to be quick – you can take as much time as you need for this section. When you reach the Special Forces Officers, hang back until the smoke from their smoke bombs has cleared. After shooting them, nick their Assault Rifles to make things easier. Make sure you don't shoot Yasmin accidentally – the feisty cow will shoot you back, so make sure you protect her. If she dies, it's mission over.

Rest if you need to along the way. When you reach the yard at the rear of the police station, the gates will start to close. Shoot the yellow motor to stop them closing, nick a car and drive out. If you fail to hit the motor, Yasmin will say that you'll have to take the front door. More police officers will appear and some new doors will be open. Follow the signs to reception and the front entrance if you dare.

#### ■ Find Charlie's depot

Take a police van if you can – it's tougher than the car and you're going to have a lot of cops on your tail. You can change cars if you need to along the way. Follow the indicators to Charlie's depot.

### MISSION 08

#### A TOUCH OF CLASS



#### ■ Get to the Touch Of Class nightclub with Yasmin

Follow the car's indicators to the nightclub. The streets are crawling with police cars, but in your new car they won't recognise you. Try to keep it that way by not attracting any attention to yourself.

#### ■ Find Layla the exotic dancer in the club

Enter the club and get your gun at the ready. Walk down the stairs and kill the gangsters in the club from the doorway. Yasmin will help you. When you enter the club, more gangsters will walk out from the bar side of the club. Kill the guy standing in the room behind the bar to get an Assault Rifle. Take the only other open door in the club – to the ladies changing room – kill the gangsters inside and if all the bad guys have been shot down, a cut-scene will kick in.

### MISSION 09

#### THE COWGIRL AND THE CASH



#### ■ Drop Yasmin at Charlie's house in Mayfair.

#### Find the Yardie crackhouse

Dropping off Yasmin is quite straightforward. Again, the police are unaware of the car you're driving, so they won't give chase unless you do something to draw attention to yourself. Driving to the



**■ ROAD RAGE** Resist the urge to hit pedestrians, as they'll slow you down.



**■ SMELL THE BACON**  
The cops'll be after you for this, make no mistake.

### MISSION 11

#### THE PRODIGAL SON



**■ Escape from the basement with Yasmin**

Yasmin starts off with a gun but you don't have one, so let her go first then grab a gun from one of the people she kills. Make your way to the stairs – there are loads of people to shoot but Yasmin's help makes it easier. Up in the warehouse, gangsters will come at you from behind the crates. Try to grab an Assault Rifle to make things easier. Head for the open door and get into a car outside with Yasmin.

Again, the police will be desperate to catch up with you. Keep your foot down and smash through the centre of the road blocks to avoid the stingers. Keep weaving through the traffic and try to make the police cars crash. Jump out when you reach Charlie's plush mansion.

#### ■ Avoid the electronic traps and find Alex

Take the only door from the living room and sidestep past the laser beams. Take the door on the left to the kitchen and kill the guy armed with a meat cleaver. Go through the open door, kill the two men, then go through the archways. Follow the rooms to some stairs that are guarded by laser beams. Sidestep past the beams. If they are broken, poisonous gas will leak from the walls. You may be able to survive it if you can run away and rest somewhere.

Go up the stairs and shoot anyone you can see outside on the patio. Walk outside – one more man will be out there to your right. Go through either door, then roll underneath the beams that block your way into the hallway. Kill the gangsters who appear from the side rooms. Go up the stairs and through the door on your right. Laser beams will appear after you've gone through. Go into the next room and roll underneath the first set of beams to your left. Turn right and roll under the beams by the blue vase. Sidestep past the last set of beams.

Exit the room and go up the stairs. Enter the only room that you can and sidestep past the beams on your right. Roll under the next set. Walk around the snooker table, roll under these beams and leave the room. In the next room, roll under the beam to your left, hug the wall by the door and side step to the door. Roll under the beams blocking the door. Exit the next room and kill the men who walk down the stairs. Walk up the stairs and don't try to get past the beams at the top. Walk around to the right and you'll see a corridor which has an open door at the end.

Go through the door and stop immediately. Roll underneath the beams that have appeared. Wait in the bedroom until a man walks into the room through the other door and shoot him. Roll under the next set of beams. Exit through the bathroom. In this room, roll under the horizontal beams in front of you, turn left 90° and walk down the room. Roll under the laser again from the other side. Exit the room and head up more stairs. The rooms up here are safe – go into the one directly in front of you.

### MISSION 12

#### ABOARD THE SOL VITA



#### ■ Drive to the Sol Vita

Quickly grab a car. If you walk right, there are usually a couple of decent cars driving down the road. This is a tricky drive – the boat is miles away. You should be able to avoid attention for the first part of it, but once the gangsters spot you, you'll have to be very careful.

#### ■ Shootout at the Cargo Ship

Use the gangplank to climb aboard the ship. Shoot your way to the back of the ship, using crates for cover. Gain entry into the boathouse and head down into the engine room. Yasmin will guard the top. Go down the steep stairs and into the ship. Turn right out of the engine room. Shoot everyone in your path and head for the front of the ship. Before you reach the far set of stairs,

# HARDCORE

→ turn left into a room full of crates. A crate will fall directly in front of you – Harry is controlling a crane and trying to crush you with boxes. Watching out for the falling crates, head towards the balcony on your left. Go up the stairs and across the other side. Go down the steps and turn right back into the crate room. Watching out for the forklift, shoot Harry on the balcony. Once he's dead, Mark's journey is over. But the game's not finished yet – now you get to play as Frank Carter.

## PART TWO: FRANK CARTER

### MISSION 13

#### THE BARGAIN BASEMENT



##### ■ Arrest Jake in the brothel

Run into the brothel, then go straight and follow the corridor left. Joe will run up the stairs to your right and they will collapse beneath him. Follow the corridor until you reach some stairs. Several bad guys will shoot at you along the way. Now head up the stairs and enter the doorway on your left. Shoot the man in here, then leave the same way you came in.

Opposite the stain is a hole in the floor. Sidestep to get to the other side, then go left. Shoot the guys in the corridor. Keep following the corridor – about halfway down, someone will shoot through the wall and start firing at you. Keep walking towards a string of red lights. Again, sidestep past the gap in the floor. On the other side you'll meet up with Joe.

Go up the stairs and turn right, then left. Some armed officers will join you. Polish off the group of gangsters at the end of the corridor and follow the corridor to another gap in the floor. Inch your way across it and go left. Jake is in a room down here. Let the armed officers arrest him.

##### ■ Rush Joe to the ULC Hospital

You have to drive Joe to the hospital within the time limit. Try to get over how strange it is to be on the right side of the law with the police helping you! Get into one of the police cars and wait for Joe to climb in. Follow your indicators and the police that have stopped the traffic along the way for you. Make sure your sirens are on so other cars will get out of your way. Drive flat out on the long, straight road and you should make the time limit without a problem. Don't crash the car – Joe won't follow you into another car. Pull up outside the hospital entrance to finish the mission.

### MISSION 14

#### SHOW SOME REMORSE

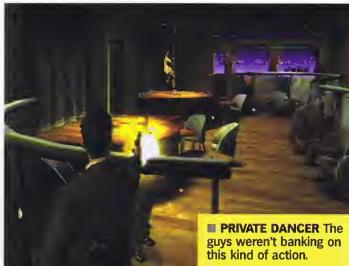


##### ■ Arrest the Yardie ringleaders

Take a drive over to the depot – very straightforward. Use your siren to get through the traffic faster. At the depot, shoot at many of the gang members as you can and take down the sniper stood on the crate. As you can see, you need to cross the yard without being hit by any moving machinery. If you take it slowly, this is quite easy.



■ VIOLENT? Too right. Next you'll have to drive the body to Chinatown.



■ PRIVATE DANCER The guys weren't banking on this kind of action.

When you're in-between the crates, you're safe. Always wait until the machinery has just passed you before moving. Don't make any rash moves – the camera angle means you can't see if a bit of machinery is about to hit you. If you find yourself in a position where you're about to be run over, using stealth should ensure you don't get hit. There will be a few Yardies in between the crates with you, so stay on your guard. When you reach the side of the yard with no machinery, you just need to get across in one piece.

There are still quite a few Yardies hanging about. Check around each corner before proceeding, watch your back and remember to rest if you get injured. It's best to check out the yard to make sure no one else is lurking, before proceeding to the car park area, so no one can sneak up behind you. When you reach the car park, uniformed officers will join you. Help them take care of the remaining Yardies, then walk over to the parked white van on the far side of the car park. The suspects are sitting inside.

### MISSION 15

#### DISTURBANCE IN SOHO



##### ■ Quell the riot outside the restaurant

Drive to the restaurant at top speed. You have quite a tight time limit to meet. The car that you start off in is nice and fast, so try not to crash it. Don't use your sirens now that you've upset a few people. As breaking the law attracted the police when you were Mark, being the law attracts the thugs and you'll be shot at and rammed. Use the pavements if the traffic is heavy.

Once at the riot, head for the smoking police car. Help the uniformed officers kill the thugs shooting at you from further up the road. Keep moving forwards, returning to a shop doorway to rest if you need to. Make sure you grab the Assault Rifles and Shotguns that will start to litter the ground. Once these thugs are dead, some silver cars will turn up and a few more people will get out and start shooting. Kill them, then walk up to their cars and a police car, followed by more gangster cars, will arrive.

The last gangsters that get out of these cars are tough to kill and armed with powerful guns. Get into one of the silver cars and drive as fast as you can into them. As they'll be shooting at your car you'll only get two or three chances to drive back and forth. When your car starts smoking, it's time to jump out and finish off anyone still standing.

### MISSION 16

#### PAINTING THE TOWN RED



##### ■ Stop the gang war between the Yardies and the Triads in the NCP car park

Chinatown is just around the corner. Drive to the street where the gangs are fighting. Drive up it until your hazard lights start flashing. Get out, run towards the NCP car park and shoot the gang members by the entrance. Walk down the ramp – there are loads of gang members in the car park at the bottom. Roll when out in the open and use cars and walls for cover.

Your Pistol is the best distance weapon. The Assault Rifle is also effective at a distance, but the Shotgun is next to useless for shooting criminals this far away. Once this group is dead, head down the next ramp. Again, use the walls to hide behind and kill all of the gang members standing around the car further down the car park. Once they're dead, go down the stairs that are on your left. Go to the first exit you reach and start shooting the people out in the car park. Uniformed officers will come down the stairs behind you to help.

Once all the bad guys are dead, go down the ramp and take out more gang members on the far side of the car park. Now, walk down the next ramp. Cross this car park level carefully as cars will scream past. Stick near the wall. There should just be a couple of gang members on this level. Walk down the next ramp. There are loads more gangsters to shoot down. Once you're down to the final person, uniformed officers will come and arrest him.

### MISSION 17

#### ESCORT DUTY



##### ■ Protect the prison van convoy by taking out the gang member in the Range Rover

This is quite tricky. As soon as the police car has gone up in flames, stamp on the accelerator and go after the black Range Rover. Don't waste time with gentle bumps from behind – it'll just speed him up, slow you down and hardly cause any damage at all.

Keep the accelerator pressed down and use the handbrake for cornering. Once you've caught up with him, pull up alongside and try to shunt him into a wall. As soon as smoke starts coming out of his car, he'll start to slow down. Then you can keep ramming until the car goes up in flames.

##### ■ Rejoin the prison van convoy

Just follow your car's indicators to the prison van convoy. If you write off your car, you can grab another. Drive quickly as there is a time limit. Once you get near to the van, the mission will end.

### MISSION 18

#### THE VIGILANTE



##### ■ Rescue the rookie cops from the Yardies

Follow the car's indicators to the Yardie drug factory. The entrance to the building is down an alley, guarded by one of the gang members. Shoot him and proceed down the alley, shooting the other Yardies who are down here. Go up the stairs and be ready to take on four or five Yardies who come out of the room at the top. Rest if you need to, then enter the room and kill the remaining three or so who are hidden behind loads of dodgy plants. Shoot the turnstiles if you fancy stopping the music. Exit the room and go up the next flight of stairs.

Look around the corner into the next room. It looks a bit like a science lesson in there. Take out the Yardies from the safety of the doorway. Retreat down the stairs to rest if you get hurt. Your bullets will start a fire. Finish off everyone in the room and wait for the fire to settle. Walk through the doorway and you'll find the rookie cops.

### MISSION 19

#### STALKING MCCRACKEN



##### ■ Tailing McCormack

Exit the drug factory the way that you came in. Shoot the two Yardies blocking the exit, then pick off the remaining people fighting in the yard. When the police arrive, it should be safe to exit the street. There will be a couple of people to shoot in the street. Find a car and head for the police station.

Once your hazard lights flash, McCormack will drive out of the police station car park. If you don't see him,

just follow your indicators until you catch up. He's in a red Vectra. Your hazards will flash if you get too close to him, then he'll spot you and the mission will end. Keep

following him. Try to keep him in sight – you'll fall the mission if you lose sight of him for 45 consecutive seconds. Once you reach the depot, wait for him to exit the car and walk inside before following him.

#### ■ Follow McCormack. Sneak into Charlie's Depot

Take the door behind the desk, then the one to the warehouse. Wait behind the crate to the right of McCormack and the other guy until they walk away. Follow behind them at a safe distance and when you reach a brick wall, walk around to the left and go around the crate. Walk around one side of the crates and peer around the corner.

You should see two people talking. When they walk away, you'll see McCormack and his mate through some crates. Leg it towards them and stop at the largest piece of cargo. Sidestep around this to the left, checking the coast is clear, then run underneath the left platform on the far side of the room. Creep up on the two guys with guns. Now you're in, start shooting. Take out the three guys in this area, then move back towards the entrance and go up the stairs to the balcony. There won't be many people left, so don't worry about checking everywhere.



#### ■ Race to the hospital. Find Joe

Get to the hospital within the time limit – it's not too tough, just try to get into a fast car. You're not going to the A&E – the building you want is before that. Once inside, you have another time limit in which to find Joe, so take the stairs to the second floor and go straight to the private rooms. Joe will be in the last one on the left with the police guard outside.

## MISSION 20

### DO THE WORLD A FAVOUR

#### ■ Save Joe and secure the hospital

Stand in the doorway of Joe's room. Down the corridor to your right will be several members of the Bethnal gang. Shoot them all and uniformed police officers will arrive. One will stay on guard outside Joe's room so you're safe to leave him. Go right down the corridor and walk around the hospital, shooting all the gangsters. Including Big Walter. Check the wards and all the corridors. Armed police officers will help you. Once all the gangsters are dead, your mission objective will change.

#### ■ Go to the lock up in Scoresby Street

Follow the car's indicators to the lock up. You'll notice a nice welcoming party of a few gangsters in cars as you approach it, so when you get out of the car, make sure you're ready for a gun battle.

#### ■ Find the files in the lock up

Peer around the corner before entering the lock up. You should be able to kill three or more gangsters from this position. Now run into the lock up and take out the remaining gangsters. Go to the doorway to the right of the car and shoot the guy on the other side before proceeding. Stand in the doorway and lean around again to kill the other two people in here. Enter the room and watch your back – others might follow you in. To complete the mission, kill the guy in the far corner and walk up to his body to find the files.

## MISSION 21

### THE JOLSON FILES



#### ■ Sneak into the basement and find Charlie

The warehouse is just a short drive away. When you get there, look around the corner to see two people talking. When one of them walks away, run behind the other, by his car, and either pistol whip or arrest him – depending on how generous you feel. Enter the building and walk up the stairs behind the man standing with his back to you. Wait In Stealth mode by the next doorway for the three men talking to walk away – one will walk straight past you through this doorway. Go down the steps and hide behind the nearest package. Wait for the two men to walk away, then go through the nearest door. Two more are standing on the other side to your right, facing away – wait for them to walk off. Follow the one in a blue top until you reach some lighter coloured boxes. Wait here and peer around the corner.

You should be able to see the man in the blue top standing at the top of the stairs of the basement, facing away from you. There's a man in a grey suit next to him and a bald man looking in your direction in the distance. Wait for the moving crate to drop down in front of the bald man, then run to the next crate. Move around the crates until you're in a position to sneak up behind the man at the top of the stairs and pistol whip or arrest him. The other man has walked into the basement. Move back where you can see the bald man and wait until he walks away before legging it into the basement.

Wait at the bottom and look around the corner – two men will be talking. Wait for them to walk away and move around the wall so you can see them again. Wait while they both stand still – the furthest one is blocking the doorway that you need to go through. Eventually, he'll move to join the other guy watching TV. Run across the room and through the archway as fast as you possibly can.

## MISSION 22

### MEET MARK HAMMOND



#### ■ Escape from the warehouse

Shoot the guy walking down the stairs, then go up the stairs and leg it left to the crates. There are loads of gangsters to kill and if you stay out in the open, you'll be shot down within seconds. Use the boxes for cover and look around the edge before moving forwards. Shoot as many people as you can from behind the crates. Leave the warehouse the way you came in. Shoot the few people outside, then jump into one of the cars and escape.

#### ■ Follow Jake to the depot and sneak inside

Drive quickly to the depot – you've got a time limit. Gangsters will be after you in cars – just use the usual tactics to shake them off. You'll be able to change cars if they do too much damage to yours, but if you change too many times you'll run out of time.

Back at the depot, wait for the two bad guys to move away then take the main entrance into reception. Follow the guy going upstairs into the meeting room and arrest him. Go into the main loading area and down the stairs. Once the faster guy moves away, arrest the slower one.

Peer around the corner and you'll see one of the many gang members heading towards you. Quickly run back and stay out of sight. Once he's gone, head in the direction the faster guy went, sticking close to the middle of the loading area. When you get beyond the vehicles and people the mission will end.

## MISSION 23

### SHOWDOWN WITH JAKE



#### ■ Find Jake onboard the cargo ship and stop him in his tracks

First things first, so shoot any gangsters in your way, then run out of the depot and get into the nearest car. Even more people will turn up in cars, so you need to make your escape quickly, before you find

yourself hopelessly outnumbered by cop-killing bad guys. Follow the car's indicators to the Sol Vita.

When you get there, climb aboard. Pistol whip the first guy standing with his back to you, then nick his Assault Rifle. Not surprisingly, the rest of the gangsters onboard will soon spot you and make it clear that your presence on board is most unwelcome. Use the crates to duck behind and don't run out in the open. Keep resting if you get injured. If you're struggling try running left along the boat, just shooting anyone who is directly in your way. They won't all follow and surround you up here. Once they're all dead, go through the doorway and you'll catch up with Jake.

Shoot at him and he'll run around the corner. Follow him up the stairs. At the top there are a couple of men standing on the far side and a couple more will come down the stairs. There's also someone in the kitchen. If you need to before going up the next flight of steps. Go out on to the balcony and walk around it. A couple of guys will come towards you and Jake will make off on a crane. Run back down the stairs and go to the front of the boat, where you'll catch up with Jake on the crane.

Make sure you have full health before you go up there. He's tough to kill – just standing still and firing will see you dead. Try to arm yourself with something more powerful than the Pistol and keep rolling. After you've taken a few hits, running back down the steps and resting will ensure he's the first to die.

## MISSION 24

### LAND OF HOPE AND GLORY



#### ■ Escape from the cargo ship

You now have only three minutes to get off the ship before it blows up. Run down the stairs and straight down the corridor. You'll have to stop and shoot a few people along the way. Go up the stairs at the top of the corridor and head into the loading area. Go down the stairs and head for the door on the right of the room. There are two or three gangsters you'll have to kill on the way through this room. A couple have Shotguns, and will do a lot of damage to you if you just try running past.

Now run down the corridor towards the engine room. If you're injured to the point of not being able to run, rest for ten seconds or so here, but no longer than that or you'll run out of time. Go into the engine room and kill the two people there, and the one standing up on the next level. Run up the stairs to the deck. Finally, run left out onto the deck and your final mission is complete. You've finished the game. Congratulations!



# HARDCORE

## WALKTHROUGH

# GRAND THEFT AUTO: VICE CITY

Part Two of our exhaustive Vice City guide explains the essential property missions.

### LOVE FIST MISSIONS

#### LOVE JUICE

The rock band wants the ingredients of a special cocktail and it's up to you to find it. First things first. Grab a fast bike, the PCJ is the one to go for. Get to the pink blip and honk the horn. The dealer will come out and take your money without handing over the merchandise. Sort him out. The good thing about following on a motorcycle is you can fire ahead of you, so hold back a little and fire away. One or two direct hits is enough to drop him off his bike. Collect the money and the phone will ring requesting some 'company' for the band. Drive to the blip to pick up the hooker. You've got to high tail it back to the band as they're on stage soon, so weave in and out of the traffic and go as fast as possible. If you're still on the PCJ, push forward slightly to lower wind resistance and improve your speed.

Reward: \$2,000

#### PSYCHO KILLER

Love Fist are being stalked by a dodgy character. Get in the limo and drive to the pink blip on the map. Here's where it gets tricky. One of the fans will kill a security guard then get in a car and drive off. You have to follow him and ram him with the limo. He's a very neat driver, so the best way to get him is to not follow too close, and use the moment he collides with other cars as your hit points. Use the left and right look buttons when he gets out of sight as he doesn't appear on the radar. Ram him and follow him far enough and he'll get out the car. Now it's simply a matter of gunning him down or running him over. The choice is yours.

Reward: \$4,000



LOVE FIST Amazing the kind of music that can earn you a gold disc.

### PUBLICITY TOUR

Love Fist are still terrified of the psycho stalker, so they enlist you to drive them around to their gig. Unfortunately when you get in the car you realise there's a bomb attached. If you slow down too much it'll explode. It takes the band a while to defuse the bomb, so drive to the left straight away and head for the first island. You can follow the main road all

the way down to your first safe house at the bottom of Ocean Drive. This should give the band enough time to diffuse the bomb and to make things easier, there aren't any real obstructions in your way, so you won't slow down. After the drama's over, deliver the band to the concert.

Reward: \$8,000

### BIKER MISSIONS

#### ALLOY WHEELS OF STEEL

Follow the spade icon on the map to the biker bar. You have to convince the bikers you're worthy of their company, so a race is set up. Grab one of the bikes parked outside and line yourself up about 20 feet back from the start line. We're gonna cheat (it is our job after all) so simply blast your way through the pink start grid and fire at the other racers before you get there. The race will start and you'll already have a healthy lead because of the speedy run-up you took. The trick during the race is to blast along the straights at full whack, but slow down as you get to the corners and handbrake turn into them. One trick that works is pushing forward on the bike so you duck and lower wind resistance. It gives you an extra speed boost the other racers don't possess... the dumb asses! Hunch over your bike on the initial straight and you're sorted. You can ram the other racers, but don't attempt to attack them in any other way or the race is over. You can also cheat in an even more dastardly way. When you're hunting for a bike, head down to the industrial area at the south end of the city and grab a huge truck and park it in front of the two riders on the right when they are on the start line. Steal the third one's bike (eliminating him from the race) and drive off. The truck will block their way and leave you free and clear.

Reward: \$1,000

### MESSING WITH THE MAN

You have two minutes to fill up your chaos meter to maximum. Why? Well, quite simply the bikers want to show the world they're not to be messed with. First you want to stock up on Rockets and Grenades or Molotov Cocktails. Make sure you're wearing Armour and have full Health as well. To be honest, there's no real mission here – it's all about killing as many people and blowing up as many cars as you can, and generally wreaking as much havoc as humanly possible. And there's a simple trick that'll give you an ultra-easy chance to win this one – blow one car up and fire at it continually. The chaos meter will rise even though the car is already beaten up. Neat!

Reward: \$2,000

### HOG TIED

This is quite an easy mission if you play it cool. Big Mitch (the biker leader) has had his bike nicked. Get to the Ammunition that's hiding the bike and nick a PCJ 600. Now head down the road nearest the store. Use the stairs facing the store to jump onto the roof. Snipe the guards on the roof then take a long run up to pick up speed. Leave the roof via the two sets of stairs and kill anyone who attacks you. Take the bike and drive it back up the sets of stairs you entered the area from. Jump off the roof on the bike and drive to the bar to complete the mission.

Reward: \$4,000

### PROPERTY MISSIONS

#### THE PRINT WORKS

Cost: \$70,000

#### SPILLING THE BEANS

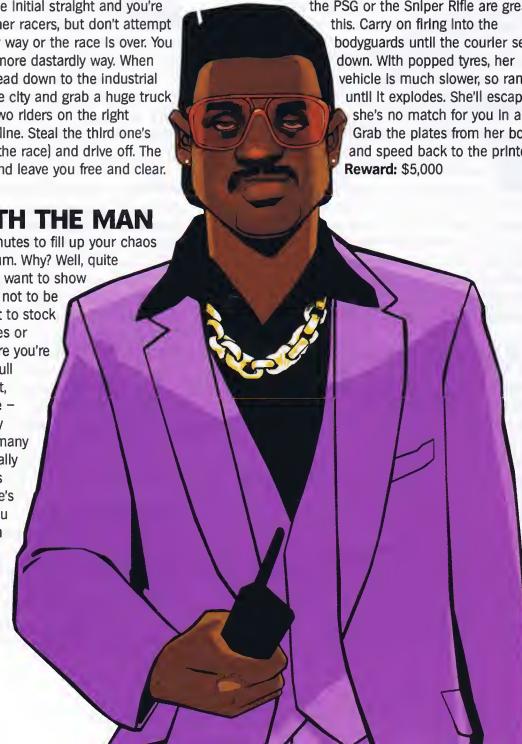
After buying the old print works and having a chat with the old fella about money, get in the cab and head to the Malibu. The guy there mentions the docks, so head to the blip on the radar. The boat where the shipping master is located is heavily guarded, so take it slow and steady. Auto-aim with **T1** as you walk through the ship. A Shotgun is the best weapon to use. Get the Info and your wanted level increases. If you need Health, there's some under the gangway, so nab it and drive back to the printworks.

Reward: \$2,000

#### HIT THE COURIER

You need some aimable weapons – the PSG and Sniper Rifle are perfect – and a fast car. Also make sure you're maxed out in Armour and Health. You must take out the courier with the counterfeit plates then steal the plates. Head to the pink blip on the radar. The yellow one is the position of the courier. First, take out the sniper and the car tyres – the PSG or the Sniper Rifle are great for this. Carry on firing into the bodyguards until the courier sets down. With popped tyres, her vehicle is much slower, so ram it until it explodes. She'll escape, but she's no match for you in a car. Grab the plates from her body and speed back to the printers.

Reward: \$5,000



### THE BOATYARD

Cost: \$10,000

### CHECKPOINT CHARLIE

 Not really a mission, but once you purchase the boatyard you get to race the boats around the docks collecting the packages. Try not to turn too hard in the boats or you'll lose control. Keep pumping and letting go of the accelerator to keep an even keel.

Reward: \$1,000

### PORN EMPIRE

Cost: \$60,000

### RECRUITMENT DRIVE

 Buying the porn empire costs a hefty whack of money, but the rewards are interesting and fun. Your first mission is to grab some lovely ladies for the business. Follow the first blip to Candy Suxxx. When her pimp drives up, try and shoot some of his tyres. Ignore his thugs and give chase. Keep ramming and shooting his car until it explodes, then return to Candy. Drive to the next blip on the map to collect Mercedes, another performer. She's in the pizza place. From there you only have to deliver them to the studio to finish the mission.

Reward: \$1,000

### DILDO DODO

 You've got a movie to advertise, and the only way is to take to the skies and drop the fliers. Follow the blip on the map to the back of the studios and there's a Sklimer waiting – it's a seaplane, set yourself airborne. The best way to do this task is to start at the very north point, above the dirtbike track, and work your way down and back in a huge loop. As soon as you activate the first checkpoint the next one is made clear. Follow that to the next point until you loop around from the airport over the docks. Follow the highway back up and the mission is over. Don't zig-zag with the plane – take it slow and easy, following as natural a loop as possible.

Reward: \$2,000

### MARTHA'S MUGSHOT

 You have to tail Candy to her Congressman boyfriend's hotel and snap the pair in an intimate rendezvous. The thing to remember here is to ignore the advice on screen. Our method is much easier and safer. Once Candy leaves the studio head to the back and get in the chopper. It's a very handy machine and you shouldn't have any trouble controlling it. Follow Candy's Ilmo to the hotel. Instead of getting out of the chopper and running into the hotel, land the chopper on the front awning of the hotel. This gives you the opportunity to take a pic without the risk of being shot. Snap them three times then fly back to the film studio. If you did this in a car, your massive wanted level would really make it hard, but in a chopper it's very easy.

Reward: \$4,000

### G-SPOTLIGHT

 This is a fun but Infurlating mission. You have to make several Insane jumps with the aim of accessing a spotlight on a roof. The spotlight will be used to project a picture of Candy's ample breasts to advertise the movie. Nab the security guard's bike and follow the blip to the first jump. The best advice throughout all the jumps is to start early in the afternoon and to get as long a run up as possible in every jump. Be honest with your capabilities – never take a jump when it feels like you're under-powering towards it. When you've completed this mission, you've also successfully completed the Porn Studio asset.

Reward: \$4,000



### BLACKMAIL SUNDAY

This isn't Tommy sniping, it's a long range camera.

### KAUFMANN CABS

Cost: \$40,000

### KAUFMANN CAB'S VIP

 Your first duty is to pick the VIP up from Starfish Island. Hop in a cab and floor it – you only have a minute. Follow the blip, and beep the horn when you're in the marker. Another cabby shows up and steals the fare, so you have to make him pay. He drives pretty straight, so ram him as much as possible. Keep it up and the fare will hop cabs into yours. You now have to get him to the airport with the attention of the other cabby. Use lots of short cuts through alleys – the area is full of them, so you should lose him. Then it's an easy drive to the airport.

Reward: \$1,000

### FRIENDLY RIVALRY

 You have to destroy three rival cabs patrolling the city. Two things make this easy: First, you don't need to use a cab if you don't want to – as soon as you see a better car just hijack it. Then, as soon as the violence begins, the other cabbies will drive straight towards you – no dodging here. Use this to your advantage, by parking your car across the front of theirs and shooting their engines, drive-by style.

Reward: \$2,000

### CABAGEDDON

Mercedes wants you to pay her a visit, but unfortunately the rival cab firm are still on your tail. Follow the blip to the docks and sound the horn in the purple area. Mercedes won't show, but the entire staff of the rival cabs will. Drive into the b-ball marked garage in the corner of the area. Here, either the car gets rigged with a bomb and you can escape and detonate it, or it will be protected by all the other cabs trying to grind it. When the timer runs out on the head cab will turn up. Stay on foot and run behind the concrete pillars. Use either a Sniper Rifle, PSG or Rocket Launcher to take him out.

Reward: \$3,000

### THE MALIBU

Cost: \$120,000

### NO ESCAPE

You have a safe to bust into, but first you have to break the safe breaker out of jail. Follow the map to the yellow blip. Park a fast car outside the police station. Inside the police station, head left into the locker room and collect the uniform. Follow the high blip to the keycard then the lower blip to the basement where the cells are. Let Cam out and protect him. A Shotgun is good, as it's instant death for anyone in your way. Get to the car and drive as fast as possible to the blip to get the car respawed. The route has a few small alleys, so use them. Once the car is sprayed the wanted level drops and you're free to deliver Cam to his home.

Reward: \$1,000

### THE SHOOTIST

 This one is easy if you're calm. Get to the blip on the map and go through the back of the Ammunition to talk to Phil. He'll challenge you to a shooting contest. In the first round the easiest way to beat him is to line up a shot where all three dummies are in a straight line. Constant firing over that area will take them out. The second round is even easier. Smooth movement of the stick works best, as long as you don't move it diagonally. The third section is more pot luck, but if you're good enough you should have the score wrapped up by the time you get here.

Reward: \$2,000

### THE DRIVER

 The hardest mission in the game, but follow our lead. Meet the driver outside the Malibu. You have to beat him in a race so he'll join you. The race is a large loop through the streets of Vice City, but his car's fast and yours isn't. Add the police chasing the pair of you and you're in for a sticky ride, so cheat – before you accept the mission park a Comet or Cheetah near the Police Station, just at the bridge, near where you start. When you start, ram and drive-by shoot him until you get to this point, then switch to the fast car. Now you're on even terms. Both cars corner brilliantly so keep tight and fast to win.

Reward: \$3,000

### THE JOB

 The gang's all set, so tool up and wheel out. Get in the taxi and follow the blip to the bank across town. Enter the bank and be calm. Head upstairs and don't shoot until the security guards show up. Head to the second floor and the vault. Leave Cam there and search for the manager, who's cowering in a room on the first floor. He'll follow without the need for violence. Once the vault's sorted, go to the lobby where the SWAT team are about to show up. Use the Magnum – it's a speedy one-shot kill. Auto-aim every SWAT guy and you'll easily kill them. Head outside and watch your getaway driver get mown down. Again, auto-target the SWAT guys nearest the taxi and hop in. Reverse to the road and follow the blip to the nearest Pay And Spray. Once sprayed, just drive to the blip. The Malibu asset is unlocked.

Reward: \$50,000

### FINAL MISSIONS

#### CAP THE COLLECTOR

 When you arrive at the print works the old geezer has been roughed up. Sonny Forelli is responsible, and he's come to collect on the profit. All the properties you've garnered are at risk from his tax collectors. On the map the red blip represents the property at risk. Head to the boathouse and take out the thugs on bikes by ramming them. Pick up the Rocket Launcher. You're now basically chasing the red blip all over town. The collectors are tough, but the Rocket Launcher soon has them begging for mercy.

Reward: \$30,000

#### KEEP YOUR FRIENDS CLOSE

 Head to your mansion on Starfish Island for the final mission. The mob are coming and they're not happy. Protect the safe, shooting 15 or so goons who attack. Use the Shotgun or Magnum, keep swapping the auto-aim quickly, and they'll fall. Next up is Lance. Chase him to the roof top, and grab the adrenaline pill to improve reaction speed. Aim for the barrels to take out groups of guys at once. Lance is tough, so keep moving, but he'll die as easily as the others. Back in the mansion, Sonny shows up. Use your desk as cover and auto-aim into the thugs until you kill Sonny. When he's dead, the game's beaten!

# CODE-U-LIKE

Need to cheat your way to victory on a certain game? Write to us and we'll ease your pain.

## ■ ESPN NBA 2 NIGHT 2002

(SLES 50047)

For Increased shooting percentage enter EXCELLENT as a case sensitive code at the cheat screen.

For better performing players enter ABILITYBONUS as a case sensitive code at the cheat screen.

For basketball heads enter BALLHEAD as a case sensitive code at the cheat screen.

For big heads enter BIGHEAD as a case-sensitive code at the cheat screen.

For big hands enter BIGHAND as a case sensitive code at the cheat screen.

For big feet enter BIGFOOT as a case sensitive code at the cheat screen.

For flat players enter PANCAKE as a case sensitive code at the cheat screen.

For small players enter MINIMINI as a case sensitive code at the cheat screen.

For easy dunks enter DUNKERS as a case sensitive code at the cheat screen.

For no overhead lighting enter DARKNESS as a case sensitive code at the cheat screen.

For no spectators enter NOSPECTATOR as a case sensitive code at the cheat screen.

For invisible players enter INVISIBLE as a case sensitive code at the cheat screen.

To show ball trails enter BEFOREIMAGE as a case sensitive code at the cheat screen.

## ■ MX RIDER

(SLES 50132)

To unlock all tracks enter ATARI as a name in Championship mode.

## ■ SSX

(SLES 50030)

Been a while since you played this classic? Lost your save game? Try using some of these codes to revive the game.

To unlock Max Stats for your character, enter

the Options menu, hold **□**, **△**, **□**, **□** and press **△**, **□**, **△**, **□**, **△**, **□**, **△**, **□**

To run down the slopes with your snowboard on your back, access the Options menu, hold all four shoulder buttons (**□**, **△**, **□**, **□**) and enter in the following code: **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**, **□**

To unlock the Mallorca Board access the Options menu and hold all four shoulder buttons (**□**, **△**, **□**, **□**) and enter the following code: **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**, **□**

## ■ KNOCKOUT KINGS 2001

(SLES 50128)

Try using some of the following codes to unlock some of the game's greats.

To fight as Ashy Knucks enter MECCA as a name for a created boxer in career mode.

To fight as Barry Sanders enter MRBARRY as a name for a created boxer in career mode.

To fight as Bernardo Osuna enter OSUNA as a name for a created boxer in career mode.

To fight as Chuck Zito enter ZITO as a name for a created boxer in career mode.

To fight as Charles Hatcher enter HATCHER as a name for a created boxer in career mode.

To fight as David Bostice enter BOSTICE as a name for a created boxer in career mode.

To fight as David Deflagbon enter DEFLAGBN as a name for a created boxer in career mode.

To fight as David DeMartini enter DEMART as a name for a created boxer in career mode.

To fight as Jason Giambi enter JGIAMBI as a name for a created boxer in career mode.

To fight as Joe Mesi enter BAILEY as a name for a created boxer in career mode.

To fight as John Botti enter JBOTTI as a name for a created boxer in career mode.

To fight as Junior Seau enter JRSEAU as a name for a created boxer in career mode.

To fight as Owen Nolan enter OWNOLAN as a name for a created boxer in career mode.

To fight as Ray Austin enter AUSTIN as a name

for a created boxer in career mode.

To fight as Steve Francis enter STEVEF as a name for a created boxer in career mode.

To fight as Trevor Nelson enter NELSON as a name for a created boxer in career mode.

## ■ NBA STREET

(SLES 50219)

With NBA Street 2 on the way you should be brushing up on your basketball skills. Here are some cheats to make the practise more interesting.

Unlimited Turbo: enter Shoe, Basketball, Backboard, Basketball, Up as a code.

Less Blocks: enter Backboard, Turntable, Shoe, Backboard, Up as a code.

Less Steals: enter Backboard, Turntable, Microphone, Basketball, Up as a code.

No Shot Clock: enter Microphone, Microphone, Basketball, Backboard, Up as a code.

No Alley-oops: enter Backboard, Microphone, Turntable, Shoe, Up as a code.

No 2-pointers: enter Backboard, Backboard, Basketball, Backboard, Up as a code.

No Auto Replays: enter Turntable, Shoe, Turntable, Turntable, Up as a code.

NWBA Ball: enter Basketball, Turntable, Shoe, Basketball, Up as a code.

EA Big Ball: enter Basketball, Turntable, Microphone, Basketball, Up as a code.

Beach Ball: enter Basketball, Turntable, Turntable, Shoe, Up as a code.

Soccer Ball: enter Basketball, Shoe, Turntable, Basketball, Up as a code.

Medicine Ball: enter Basketball, Turntable, Turntable, Backboard, Up as a code.

NuFX Ball: enter Basketball, Turntable, Backboard, Basketball, Up as a code.

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PRESS 3

HINTS & TIPS  
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CHEATS

PRESS 2

HINTS & TIPS

Live operators available between  
9am-6pm EST 7 days.

Pre-recorded cheats use the  
SLES / SCES code printed on the  
game's disc.

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# 007 NIGHTFIRE

The girls. The gadgets.  
You know his name,  
now play the game with these  
explosive new cheats.

## GUN CONTROL

If you wanna survive long enough to get down and dirty with some Bond babes, be prepared...

## RELOAD OFTEN

You'll come up against enemy fire frequently and often unexpectedly. Always be ready to fight by making sure your clip's always full. Try checking the alternate firing mode of your weapons too, as certain situations demand different firing modes.

## CIRCLE STRAFE

The classic tip for first-person shooters. Master this and you've got it cracked. Sidestep around

an opponent while keeping them firmly in your sights. By the time they've got a clear shot, you've got them pegged.

## BLOW UP BARRELS

Not just dotted around indiscriminately, oh no. They can be blown up to take down multiple enemies in one hit. Not only do you save on your ammo, but it means you can get through the level quicker, topping up your bonuses as you go.

## SURRENDER

Sneak up behind enemies and poke your gun in their back. They'll drop their weapon (and maybe more) and put their hands up. You get extra bonus points for doing it and a weapon with a full clip – sorted secret agent-style.

## USE YOUR ZOOM

It's hard to control the sniper rifle at full magnification. Try using only half so you can move to your target more quickly and accurately. This will help when sniping targets.

## HOT SHOTS

White-hot blasts of tippage that will give you the secrets of success.

## BOND MOVES

Extra points are awarded in *NightFire* for pulling off dashing Bond-style stunts and moves.

## MULTIPLE ROUTES

There are often two or three ways to find your way around the missions. Look for alternate routes and you're likely to come across more Bond Moves.

## SMOKE GRENADES

You can see through Smoke Grenades by using the night vision on your x-ray specs. Use a Grenade to bewilder multiple opponents then pick them off.

## 007 BONUSES

Replay a mission after collecting a Gold Medal to collect the 007 Bonuses. This is the only way to earn a Platinum Medal and gain a maximum score.



# PROMOTION

# PlayStation® 2

OFFICIAL MAGAZINE-AUSTRALIA

## PS2 CHEATS X SMS

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code for the cheat you need!

You'll get an instant SMS message  
back with the cheat details!



| PIN   | GAME                              | CHEAT                           |
|-------|-----------------------------------|---------------------------------|
| 13161 | Grand Theft Auto Vice City        | Health                          |
| 13162 | Grand Theft Auto Vice City        | Armour                          |
| 13163 | Grand Theft Auto Vice City        | Floating Cars                   |
| 13164 | Grand Theft Auto Vice City        | Weapons                         |
| 13167 | Grand Theft Auto Vice City        | Unlock Tank                     |
| 14261 | The Getaway                       | Double Health                   |
| 14262 | The Getaway                       | Armoured Car Weapon             |
| 12571 | The Sims                          | All Locked Objects              |
| 12572 | The Sims                          | All Objects Free                |
| 12573 | The Sims                          | Unlock Party Motel              |
| 06841 | Medal of Honour Frontline         | Invincibility                   |
| 06842 | Medal of Honour Frontline         | Unlimited Ammo                  |
| 06843 | Medal of Honour Frontline         | 1 Shot Kills                    |
| 06844 | Medal of Honour Frontline         | Gold Medal for Current Mission  |
| 06845 | Medal of Honour Frontline         | Photon Torpedoes                |
| 13651 | BMX XXX                           | Unlock All Movies               |
| 13652 | BMX XXX                           | Unlock All Levels               |
| 13653 | BMX XXX                           | Unlock All Bikes                |
| 12581 | 007 Nightfire                     | Level Select                    |
| 12582 | 007 Nightfire                     | Upgrade G Gadgets               |
| 11301 | Tony Hawk's Pro Skater 4          | Matrix Cheat                    |
| 11302 | Tony Hawk's Pro Skater 4          | Unlock Skaters                  |
| 11303 | Tony Hawk's Pro Skater 4          | Perfect Rails                   |
| 11304 | Tony Hawk's Pro Skater 4          | Perfect Manuals                 |
| 03301 | Grand Theft Auto 3                | Money                           |
| 03302 | Grand Theft Auto 3                | Tank                            |
| 03303 | Grand Theft Auto 3                | Dodge Mode                      |
| 03304 | Grand Theft Auto 3                | Break off Limbs                 |
| 03305 | Grand Theft Auto 3                | Realistic Handling              |
| 07671 | V8 Supercars Race Driver          | Better Damage                   |
| 07672 | V8 Supercars Race Driver          | Surfer Health                   |
| 11331 | Red Faction 2                     | Unlimited Ammo                  |
| 11332 | Red Faction 2                     | Invisibility                    |
| 11333 | Red Faction 2                     | Invincibility                   |
| 11334 | Red Faction 2                     | Refill Your Health              |
| 03251 | Max Payne                         | Full Arrows/Axes                |
| 03252 | Max Payne                         | All Wearables                   |
| 04122 | Turk Evolution                    | Level Skin                      |
| 04123 | Turk Evolution                    | God Mode                        |
| 04124 | Turk Evolution                    | Surfer Batman                   |
| 04125 | Turk Evolution                    | Ammo                            |
| 04126 | Turk Evolution                    | Invisibility                    |
| 12521 | Lord of the Rings: The Two Towers | Invincibility                   |
| 12522 | Lord of the Rings: The Two Towers | Refill Your Health              |
| 09923 | Hitman 2: Silent Assassin         | Full Weapons                    |
| 09922 | Hitman 2: Silent Assassin         | Level Skin                      |
| 12821 | Tiger Woods PGA Tour 2003         | God Mode                        |
| 12822 | Tiger Woods PGA Tour 2003         | Unlock all Courses              |
| 04241 | Cricket 2002                      | Unlock all Golfers              |
| 00321 | Theme Park World                  | Surfer Batman                   |
| 00322 | Theme Park World                  | All Purchases Free              |
| 00323 | Theme Park World                  | Golden Tickets                  |
| 08123 | Spider-Man                        | All Items Researched            |
| 08122 | Spider-Man                        | All Fighting Controls           |
| 08121 | Spider-Man                        | Unlimited Webbing               |
| 08120 | Spider-Man                        | Master Code                     |
| 08124 | Spider-Man                        | Matrix Style attacks            |
| 08701 | Mat Hoffman's Pro BMX 2           | All Levels                      |
| 08702 | Mat Hoffman's Pro BMX 2           | EVs Outfit                      |
| 12201 | Ty the Tasmanian Tiger            | Show all Items                  |
| 12202 | Ty the Tasmanian Tiger            | Unlock all Technorangs          |
| 12000 | Kelly Slater's Pro Surfer         | All Tricks                      |
| 12002 | Kelly Slater's Pro Surfer         | All Surfers                     |
| 12003 | Kelly Slater's Pro Surfer         | All Suits                       |
| 12004 | Kelly Slater's Pro Surfer         | All Boards                      |
| 12005 | Kelly Slater's Pro Surfer         | All Levels                      |
| 08311 | Star Wars Bounty Hunter           | Unlock Chapter 1                |
| 08312 | Star Wars Bounty Hunter           | Unlock Chapter 2                |
| 08313 | Star Wars Bounty Hunter           | Unlock Chapter 3                |
| 08314 | Star Wars Bounty Hunter           | Unlock Chapter 4                |
| 08315 | Star Wars Bounty Hunter           | Unlock Chapter 5                |
| 06721 | Baldur's Gate Dark Alliance       | Invincibility and Level warp    |
| 06722 | Baldur's Gate Dark Alliance       | Surfer Character                |
| 05921 | No One Lives Forever              | Level Select                    |
| 07391 | Soldier of Fortune Gold Edition   | Invincibility                   |
| 07392 | Soldier of Fortune Gold Edition   | Full Ammo                       |
| 07393 | Soldier of Fortune Gold Edition   | Heavy Weapons                   |
| 07394 | Soldier of Fortune Gold Edition   | Hand Hand and Explosive Weapons |
| 02171 | Dave Mirra Freestyle BMX 2        | Unlock All Bikes                |
| 05041 | Half-Life                         | Invincibility                   |
| 05042 | Half-Life                         | Unlimited Ammo                  |
| 05043 | Half-Life                         | Invisibility                    |
| 07131 | Need for Speed: Hot Pursuit 2     | BMW Z8                          |
| 07132 | Need for Speed: Hot Pursuit 2     | HSV Coupe GTS                   |
| 07133 | Need for Speed: Hot Pursuit 2     | McLaren F1                      |
| 07134 | Need for Speed: Hot Pursuit 2     | Ferrari F50                     |
| 07135 | Need for Speed: Hot Pursuit 2     | Ferrari F550                    |
| 04351 | Tony Hawk's Pro Skater 3          | All Cheats                      |
| 04352 | Tony Hawk's Pro Skater 3          | All Levels                      |
| 04353 | Tony Hawk's Pro Skater 3          | All People                      |
| 04354 | Tony Hawk's Pro Skater 3          | All Movies                      |
| 07951 | Superman Shadow of Akroolis       | Infinite Super Power            |
| 07952 | Superman Shadow of Akroolis       | Infinite Health                 |
| 07953 | Superman Shadow of Akroolis       | Unlock All Movies               |
| 07954 | Superman Shadow of Akroolis       | Unlock All Browsers             |
| 07891 | Men In Black 2: Alien Escape      | Invincibility                   |
| 07892 | Men In Black 2: Alien Escape      | Level Select                    |
| 07893 | Men In Black 2: Alien Escape      | All Weapons                     |
| 07894 | Men In Black 2: Alien Escape      | Full Beam                       |
| 07895 | Men In Black 2: Alien Escape      | Full Homing                     |



# shortlist

Your definitive guide to the ever expanding library of PlayStation 2 games.



So you've just bought a PlayStation 2, and you're confronted by a dauntingly huge line-up of games to choose from at your local gaming store. Now what?

The Shortlist is OPS2's one-stop guide to getting an idea of what's hot and what's not. As time goes on and new games come out, we drop some of the older games that don't warrant being remembered, replacing them with newer games that score well in the reviews section.

If you just want to find the best of the best, look for the games that receive a Bronze, Silver or Gold award.

## GLOSSARY

Just got your PS2? It's your first console ever and you've bought the best magazine to give the latest and most up-to-date information but don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been round since the Atari 2600 by spelling out the meaning of gaming terms and acronyms in the reviews and previews, here's your 'at a glance' guide to all things PS2 and technical.

**Afterburn:** An extra kick of power in flight sims.

**AI:** Artificial Intelligence.

**Analogue:** Re: Dual Shock 2. Registering degrees of input, as opposed to digital's on/off status.

**Boards:** Snowboarders or games featuring the alpine sport.

**Colin-op:** Colin-operated arcade videogames.

**Cut-scene:** Explanatory, non-playable scene in videogame [also 'FMV'].

**CPU:** Central Processor Unit. Brains of the PS2.

**Dev kits:** Programmable PS2s used by developers.

**D-pad:** Direction pad on PS2 controller.

**Dual Shock controller:** Controller for PSone.

**Dual Shock 2:** Controller designed for PS2 [with analogues].

**ECCS:** European Computer Trade Show.

**E3:** Electronic Entertainment Expo [US].

**Frame rate:** Number of images drawn per second in games. Higher frame rate = smoother animation.

**FPS:** First Person Shooter [eg Quake III].

**Hack 'n' slash:** Refers to game [usually fantasy] featuring blade combat.

**High res:** High resolution [graphics].

**HUD:** Head Up Display. Screen furniture such as map, speedometer, etc.

**Ikonography:** Graphical shorthand defining game, genre etc.

**Low res:** Refers to poor quality graphics.

**L3:** Pressing down on the PS2 controller's left joystick.

**Mini-games:** Bonus, playable games found in larger titles.

**Polygon:** Building block of videogame graphics.

**PSone:** The precursor to PS2. If you don't know what this is then frankly there's no hope for you.

**Real-time:** When one second of game time equals one second in the real world.

**RPG:** Role-playing game.

**RTS:** Real-time strategy

**R3:** Pressing down on the PS2 controller's right joystick.

**Sim:** Simulation.

**Stride:** Move sideways while looking straight.

**USB:** Port to connect peripherals such as keyboard to PS2.

"If there's a term, word or phrase that's still taxying your brain cells, let us know and we'll include it here."

### 007 NIGHTFIRE

Ade from the occasionally iffy AI this has enough variety to make it a worthy single-player game, and the multi-layered plot is impressive.

### 2002 FIFA WORLD CUP

The World Cup version of FIFA 2002 with more pizzazz, nifty effects for star players and a serious challenge at the highest difficulty level, but sadly lacking in game modes.

### 7 BLADES

Ninja-style adventure with a 'healthy' dose of chop-socky gameplay.

### 18 WHEELER

Brash, chunky and colourful truck racer. Unfortunately it just doesn't offer enough substance to satisfy the hardened gamer.

### ACE COMBAT: DISTANT THUNDER

Best Ace Combat yet. A graphically-polished flight sim with a variety of missions. Best with a flight-stick of some kind.

### AFL LIVE 2003

Good enough to be a must buy for footy fans, but not flashy or deep enough to compete with big budget sport sims.

### AGGRESSIVE INLINE

There's more than enough Inline action to keep you impressed and entertained until the next Tony Hawk says, "Buy me, dude!"

### ARBLADE

Impressive visuals, sublime handling, massive airs – everything you could want hooverboarding to 'Back to the Future' anyone?

### ALL-STAR BASEBALL 2002

An enjoyable all-round game of baseball with oodles of depth, and surprisingly compelling to watch as well as to play.

### ALONE IN THE DARK: THE NEW NIGHTMARE

An undeniably scary survival horror game series, but one that fails to tighten the pants off the PS2 in this comeback.

### AQUA AQUA: WETRIX 2.0

Addictive, well-realised update of the N64 puzzler Wetrix. Essentially it's Tetris with water. Weird, but worthwhile.

### ARCTIC THUNDER

Crude visuals, but plenty of fast and furious gameplay.

### ARMORED CORE 2

Infinitely-tweakable first-person mech shooter. Not for the casual gamer after a quick fix, but perfect for those who love their sims.

### ARMY MEN AIR ATTACK: BLADE'S REVENGE

Very dull helicopter game. Hardly surprising from arguably the worst series of games to grace a console.

### ARMY MEN: GREEN ROGUE

On-rail shooter that manages to sink to new depths of soldiering tedium. Avoid at all costs.

### ARMY MEN: SARGE'S HEROES 2

Another poorly realised shooter, from the series that stars the little green plastic soldiers.

### AUTO MODELISTA

The low-child of cel-shaded graphics and Gran Turismo. Despite its cartoony appearance, this is a fairly serious racing game.

### BALDUR'S GATE: DARK ALLIANCE

Play D&D on a console! Quite simplistic and arduous, but this is still a great RPG that adds nicely to the PS2's line up.

### BARBARIAN

A rough-cut fighting game with RPG elements and branching storylines.

### BRONZE

PlayStation 2

OVERALL: 06

### YOUR KEY TO SHORTLIST

#### GOLD

Only for games that scored the elusive 10/10.

#### SILVER

Awarded to games with a mighty 9/10.

#### BRONZE

Given to games that scored an impressive 8/10.

### BATMAN VENGEANCE

Interesting action-adventure, but just a little too 'on rails' to provide a real challenge.

### BLADE II

Crudely controls stop this otherwise peachy beat 'em up from realising its full potential.

### BLOOD OMEN 2

An occasionally very satisfying blood-sucking adventure let down by largely unoriginal gameplay.

### BURNOUT

Outkast grows up, and learns how to crash properly. Thrilling, edgy race action that will threaten your no-claims bonus.

### BURNOUT 2: POINT OF IMPACT

An even more intense racing experience than its predecessor. The *Rust & the Furious* in a wheelchair.

### CAPCOM VS. SNK 2

A super 2D beat-'em-up from the house that knows all there is to know about combat. With endless two-player fun.

### CART FURY: CHAMPIONSHIP RACING

Arcade racer with crazy physics and a dose of high-speed hard shoudering.

### COLIN MCRAE RALLY 3

Sets new standards in rally racing visuals, with impressive car damage and weather effects. A must-have for offroad racing fans.

### COMMANDOS 2

A daunting but extremely worthy and rewarding strategy game where the player controls a team of operatives in WWII missions.

### CONFlict ZONE

A pretty run-of-the-mill RTS game that cleverly forces you to take account of media coverage.

### CONTRA: SHATTERED SOLDIER

A fantastic rip-down memory lane for old school veterans, but Contra may confuse or confound the contemporary gamer.

### CRASH BANDICOOT: THE WRATH OF Cortex

Crash spins onto PS2 but little has changed from Psone. Time for some new ideas with titles like Ratchet & Clank setting the new standards.

### CRAZY TAXI

Arcade thrills aplenty in this no-holds-barred city-smashing racer. If you want speed, buy this now.

### CRICKET 2002

The best leather-on-willow sim on any console, ever. Relax and make like it's summer.

### DARK CLOUD

An enthralling RPG with atmospheric music and a world-building element thrown in for good measure.

### DAVE MIRRA FREESTYLE BMX 2

Orthodox but impressive, this BMX sim has an inventive array of tricks.

### DEAD OR ALIVE 2

Blistering beat-'em-up that's famous for its stealthy gameplay and collection of extremely well-endowed lady fighters.

### DEFENDER

A modern day 3D shooter based on the '80s arcade classic. Far better than the average retro-remake.

### DEUS EX

The thinking man's action/shooter /adventure genre-busting game. Superb.

### SILVER

PlayStation 2

OVERALL: 06



### 1. ONIMUSHIA 2: SAMURAI'S DESTINY

Demon-hacking action that's a cut above the rest.

### 2. ONIMUSHIA: WARLORDS

Tactics and samurai swordplay combined perfectly.

### 3. DYNASTY WARRIORS 3

A virtual general's heaven – intelligent feudal fun.

### 4. KENGO: MASTER OF BUSHIDO

If technical swordplay is up your alley, try this.

### 5. 7 BLADES

Action/adventure with a hint of ninja.

**DEVIL MAY CRY**

Mesmerizing battling with lush surroundings and a super gothic atmosphere. One of the best PS2 games? Definitely.

**DEVIL MAY CRY 2**

Die-hards may cry at the new direction, but there's still enough gorgeous style and firearms in DMC2 to satify action junkies.

**DNA**

Gene warfare and confusing puzzles abound in this bizarre manga adventure.

**DONALD DUCK: QUACK ATTACK**

OVERALL 04  
A first-generation platformer that suffers from Stone Age gameplay and graphics.

**DRAGON'S LAIR**

OVERALL 02  
Unplayable retro adventure. Should have stayed firmly stuck on the Laser Disc where it belonged.

**DRIVING EMOTION TYPE-S**

OVERALL 04  
Dismal racer. Fails to evoke any emotion at all.

**DROPSHIP: UNITED PEACE FORCE**

OVERALL 08  
Impressive combat sim that rewards commitment with paced and varied gameplay.

**DYNASTY WARRIORS 3**

More of the same great mass battles and explosive action, marred only slightly by samey gamplay.

**ECCO THE DOLPHIN: DEFENDER THE FUTURE**

You're a dolphin and it's up to you to save the world from an alien invasion. Relax in the new age calm underwater adventure.

**ENDGAME**

Sets a new standard in the lightgun shooter genre, innovative, refreshing and most of all, a tonne of fun.

**ESCAPE FROM MONKEY ISLAND**

Adventure that includes smart visuals, witty script and intelligent puzzles.

**ESPN INTERNATIONAL TRACK & FIELD**

OVERALL 06  
Graphically impressive athletics sim marred only by iffy AI.

**ESPN NATIONAL HOCKEY NIGHT**

OVERALL 06  
Other hockey sims on the market with better gameplay put this in the bin.

**ESPN NBA 2NIGHT**

OVERALL 06  
Hardcore gameplay makes this one for basketball heads only.

**ESPN X GAMES SKATEBOARDING**

OVERALL 05  
Not-so-extreme skateboarding sim with some unsightly graphical glitches. You're best off sticking with Tony Hawk's.

**ESPN WINTER X-GAMES SNOWBOARDING**

OVERALL 06  
Lifetime snowboarder, ruined by unsightly bland graphics, unresponsive controls and a lack of excitement.

**EVE: EVE OF EXTINCTION**

OVERALL 05  
A dull, button mashing affair.

**EVERGRACE**

OVERALL 02  
An ultimately depressing RPG, that fails to engage the player at any meaningful level.

**EVIL TWIN**

OVERALL 05  
Adventure from the dark side of platforming. Average, so-so animation with 75 levels of twisted plot.

**EXTERMINATION**

OVERALL 07  
Alien-inspired survival horror-fest that is set in a deserted Antarctic research base. Positively crawling with cool design innovations.

**EXTREME-G 3**

OVERALL 08  
\* OVERALL 08  
BRONZE  
PlayStation 2  
A neon beast of a future bike racer that requires skill and brains. Takes some 'inspiration' from the Wii eout series.

**F1 2001**

OVERALL 07  
Another solid PS2 Formula One title, but ultimately it's a tad soulless.

**F1 CHAMPIONSHIP SEASON 2000**

OVERALL 06  
Hardcore F1 fans will find this a little too easy.

**\* OVERALL 09**

**SILVER**  
PlayStation 2

**\* OVERALL 08**

**BRONZE**  
PlayStation 2

**OVERALL 06****FANTIVISION**

OVERALL 05  
The world's first fireworks game. Not enormous, but of rare and random beauty.

**FERRARI F355 CHALLENGE**

OVERALL 07  
One of the most realistic racing simulations ever. More for driving game experts than casual racers.

**FIFA 2003**

OVERALL 08  
\* OVERALL 08  
Despite closing the gap with a more realistic football simulation, this is still a goal behind Pro Evolution Soccer 2.

**FINAL FANTASY X**

OVERALL 07  
Nothing else needs to be said about this brilliant RPG. A classic Square adventure with next-gen presentation and production.

**FORMULA ONE 2003**

OVERALL 08  
\* OVERALL 08  
Another F1 conker! All the drivers, tracks and cars included. Load it up and feel the speed.

**FREESTYLE**

OVERALL 07  
This is potentially a great game, but it's scuppered by carelessly lack of fairness and failure to reward skill with progression.

**FUR FIGHTERS**

OVERALL 08  
\* OVERALL 08  
Cute fluffy creatures armed to the teeth with shotgun blast each other to pieces. The toy cupboard will never look innocent again.

**G1 JOCKEY**

OVERALL 05  
More like an exercise in statistical analysis than a horse racing game, with bland graphics and sound.

**GIO GIO'S BIZARRE ADVENTURE**

OVERALL 06  
Brilliant cel-shaded graphics bring a cast of weirdo anime characters to life in a fighting game based on a comic series.

**GHOSH RECON**

OVERALL 07  
A squad-based first person shooter that suffers from a cumbersome interface for ordering troops about, often degenerating into arcade-style run-and-gun gaming.

**GIANTS: CITIZEN KABUTO**

OVERALL 06  
The Reaper might be cool, but loading times hamper this port of a complex PC battle game.

**GITAROO MAN**

OVERALL 08  
\* OVERALL 08  
BRONZE  
PlayStation 2  
If you have a PS2 collection, you should definitely have at least one game like this one in there! Check it out.

**GLOBAL TOURING CHALLENGE: AFRICA**

OVERALL 07  
An impressive racer that is further lifted by clever use of interesting locations.

**GRAND THEFT AUTO 3**

OVERALL 10  
\* OVERALL 10  
**GOLD**  
PlayStation 2  
Not quite as good as its neon-soaked '80s prequel but it's still fantastic fun and can now be found for bargain prices.

**GRAND THEFT AUTO: VICE CITY**

OVERALL 10  
\* OVERALL 10  
**GOLD**  
PlayStation 2  
Better than GTA 3, Cars, crooks, coke, and chaos with total freedom to do what you want. A must have for any serious or not so serious gamer.

**GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA**

OVERALL 09  
\* OVERALL 09  
**SILVER**  
PlayStation 2  
A more accessible version of GT3 with concept cars. Perfect for those who just want to race, rather than play mechanic.

**GRAN TURISMO**

OVERALL 08  
\* OVERALL 08  
**BRONZE**  
PlayStation 2  
An enigma off the of the Matt Hoffman series, offering little reason to break away from the aforementioned pearlers.

**GUMBALL 3000**

OVERALL 03  
\* OVERALL 03  
A decidedly crap racing title that fails to deliver on all fronts. Not something to bother with considering how many decent racers are about.

**G-SURFERS**

OVERALL 07  
\* OVERALL 07  
Futureuristic racer that's improved by an innovative track editor.

**GUILTY GEAR X**

OVERALL 08  
\* OVERALL 08  
**BRONZE**  
PlayStation 2  
Pushes hard at beat-em-up boundaries. The start of a new wave of next-gen 2D fighters.

**GUNGRAVE**

OVERALL 06  
Bizarre Manga Inspired shooting game with gorgeous visuals, but a distinct lack of depth to back up all that eye candy.

**GUN GRIFFON BLAZE**

OVERALL 07  
A mech shooter for robot obsessive-types everywhere.

**HITMAN 2: SILENT ASSASSIN**

OVERALL 09  
\* OVERALL 09  
**SILVER**  
PlayStation 2  
A disturbingly realistic take on living the life of a hired killer. Not one for the squeamish or lack of heart, but awesome game to be had.

**HARRY POTTER AND THE CHAMBER OF SECRETS**

OVERALL 08  
\* OVERALL 08  
**BRONZE**  
PlayStation 2  
Simpistic puzzle and gorgeous graphics make this a winner for younger fans of the books and films.

**HEADHUNTER**

OVERALL 07  
\* OVERALL 07  
HEADHUNTER  
PlayStation 2  
Dirtily Harry meets MG2 in a world where the law is controlled by bounty hunters. There's a great game hidden here somewhere.

**HAVEN: CALL OF THE KING**

OVERALL 06  
\* OVERALL 06  
HAVEN: CALL OF THE KING  
PlayStation 2  
An epic platform game that provides a seamless adventure with no loading interrupting the action.

**HEROES OF MIGHT AND MAGIC**

OVERALL 03  
\* OVERALL 03  
HEROES OF MIGHT AND MAGIC  
PlayStation 2  
Patchy PC-style fantasy adventure.

**HITMAN 2: SILENT ASSASSIN**

OVERALL 09  
\* OVERALL 09  
**SILVER**  
PlayStation 2  
A disturbingly realistic take on living the life of a hired killer. Not one for the squeamish or lack of heart, but awesome game to be had.

**INTERNATIONAL SUPERSTAR SOCCER**

OVERALL 06  
\* OVERALL 06  
**BRONZE**  
PlayStation 2  
Genuine squads and more instant terrace gratification tick ISS up to the PS2 level.

**ISS 2**

OVERALL 07  
\* OVERALL 07  
ISS 2  
More arcade than PES with better commentary, dodgy ball physics and animation. Not for soccer purists.

**JAK AND DAXTER: THE PRECURSOR LEGACY**

OVERALL 09  
\* OVERALL 09  
**SILVER**  
PlayStation 2  
A brilliant platformer from the makers of Crash Bandicoot that introduces two heroes you'll be seeing a lot more of.

**JAMES BOND 007: AGENT UNDER FIRE**

OVERALL 06  
\* OVERALL 06  
**BRONZE**  
PlayStation 2  
A thrilling single-player Bond experience, with a great four-player mode and beautiful Bond girls.

**JEREMY MCGRATH SUPERcross WORLD**

OVERALL 03  
\* OVERALL 03  
**SILVER**  
PlayStation 2  
A motocross game that's just like the real thing (minus the thrills, speed, gritty handling and mud).

**JET SKI RIDERS**

OVERALL 06  
\* OVERALL 06  
JET SKI RIDERS  
Great water effects and Kawasaki-licensed Jet Skis. Shame about the racing...

**KENGO: MASTER OF RUSHIDO**

OVERALL 06  
\* OVERALL 06  
**SILVER**  
PlayStation 2  
A padded-out Training mode makes up for this smart ninja fighter's otherwise rather limited nature.

**KELLY SLATER'S PRO SURFER**

OVERALL 06  
\* OVERALL 06  
**BRONZE**  
PlayStation 2  
A bit too similar to Tony Hawk for our liking, but still the best surfing game around.

**KESSEN**

OVERALL 07  
\* OVERALL 07  
KESSEN  
A real-time strategy game set in feudal Japan, where you get to command a huge army. Strategy fans only.

**KINGDOM HEARTS**

OVERALL 08  
\* OVERALL 08  
**BRONZE**  
PlayStation 2  
A beautifully produced RPG with Disney and Square characters. Don't let the kiddie vibe fool you, this one's very tough.

**KLOKOZA: LUMATATE'S VEIL**

OVERALL 06  
\* OVERALL 06  
**BRONZE**  
PlayStation 2  
Cute and cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid. Fun stuff.

**KNOCKOUT KINGS 2001**

OVERALL 06  
\* OVERALL 06  
A more-than-competent boxing sim. Not a match for Rocky though.

**KURI KURI MIX**

OVERALL 07  
\* OVERALL 07  
**SILVER**  
PlayStation 2  
A blend of two-player co-operation and cutsey platformer. An odd but worthwhile addition to any PS2 collection.

**LARGO WINCH**

OVERALL 05  
\* OVERALL 05  
**SILVER**  
PlayStation 2  
Based on a French comic character, this spy game is too linear, and lacks the sort of interactivity that is needed to maintain a gamer's attention.

**LEGIA 2: DUAL SAGA**

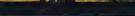
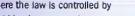
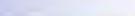
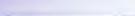
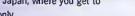
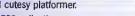
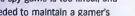
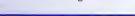
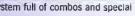
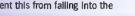
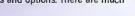
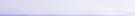
OVERALL 07  
\* OVERALL 07  
**SILVER**  
PlayStation 2  
A Japanese RPG that uses a combat system full of combos and special moves. A host of mini-games help prevent this from falling into the 'arcade' basket.

**LEGENDS OF WRESTLING**

OVERALL 05  
\* OVERALL 05  
**SILVER**  
PlayStation 2  
Violent 'wrestler' with a shortage of modes and options. There are much better recreations of Pro wrestling.

**LE MANS 24 HOURS**

OVERALL 08  
\* OVERALL 08  
**BRONZE**  
PlayStation 2  
Accessible for gamers daunted by sim-style vehicle handling, but has depth and thrills.





### LMA MANAGER 2002

A-grade soccer management game, but for die-hard football fans only.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### LORD OF THE RINGS: THE TWO TOWERS

Superb hack and slash game based on the movie, not the book. Not very deep, but delivers huge battles.

### MARX OF KRIE

An enjoyable single player adventure that hacks, steals and slashes at the beat 'em strategy.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### MARVEL VS. CAPCOM 2

Arguably the best 2D fighter available on the PS2 thanks to its huge lineup of fifty-plus playable characters and awesome 3-on-3 fights.

**\* OVERALL 07**

**BRONZE**

PlayStation 2

### MADDEN NFL 2003

While realistic, though, of the two major NFL games around, this is the flashier Best for those who want NFL scores over realism.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### MAT HOFFMAN'S PRO BMX 2

Whilst impressive in many areas and exceptional in some, MHPB2 doesn't quite live up to expectations.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### MAX PAYNE

A fine shooting game that is underrated. Fantastic innovations and a very cinematic feel.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### MAXIMO

A tribute to Ghosts 'n' Goblins and an excellent mix of retro and modern gaming.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### MEDAL OF HONOR: FRONTLINE

A very realistic FPS that has been wowing audiences the world over since the game was released.

**\* OVERALL 09**

**SILVER**

PlayStation 2

### METAL GEAR SOLID 2: SONS OF LIBERTY

A must-own, state-of-the-art tactical espionage action game that's reason enough to buy a PS2. A superbly paced, gripping story.

**\* OVERALL 10**

**GOLD**

PlayStation 2

**\* OVERALL 08**

### MICROMACHINES

Nothing particularly next-gen about this instalment of the series, but an excellent racing diversion nonetheless.

**BRONZE**

PlayStation 2

### MIDNIGHT CLUB

Speedy, urban racing that boasts huge and action-packed New York and London environments. Sadly, the gameplay isn't that great.

**\* OVERALL 04**

### MODERNGROOVE: MINISTRY OF SOUND

An entertaining lightshow generator, containing five full dance albums. Not quite up to the standards set by MTV Music Generator.

**\* OVERALL 06**

### MONSTERS, INC.

Disney Platform game, based on the film. Initially amusing but sloppy and basic with a lifespan of no more than a few hours, though the film clips are entertaining.

**\* OVERALL 04**

### MOTO GP

A refreshing bike racer. Slightly repetitive gameplay and a shallow multiplayer, but slick, fast and realistic. Excellent 3D graphics and race replay facilities.

**\* OVERALL 07**

### MOTOR MAYHEM

Unoriginal deathmatch-based vehicle blasting.

**\* OVERALL 05**

### MTV MUSIC GENERATOR

Home DJ sampler/mixer music maker. It's funuous fun and night-on faultless. This is excellin' and well nut'ntoether.

**\* OVERALL 09**

**SILVER**

PlayStation 2

### MX SUPERHERO 2003: FEAT RICKY CARMICHAEL

Polished and engaging motocross sim that utilises its subject matter to great effect. An excellent extreme game.

**\* OVERALL 07**

### MX RIDER

Motocross/supercross sim that lacks the true grittiness and excitement of the sport.

**\* OVERALL 06**

### NBA 2K3

Not only realistic, but feature packed as well, offering a wide selection of game modes.

**\* OVERALL 09**

**SILVER**

PlayStation 2

### NBA HOOPZ

Instant arcade-style basketball sim but there are better ones on the street.

**\* OVERALL 06**

### NBA LIVE 2002

An update of NBA Live 2001? Only for true basketball nuts.

**\* OVERALL 05**

An update of NBA Live 2001? Only for true basketball nuts.

### PLATINUM WATCH

Bond's first PS2 adventure, James Bond 007 In...Agent Under Fire, was a spyfest of shooting and driving. If it wasn't your cup of Martini first time around, perhaps you'll find it more to your taste in platinum?

### NBA STREET

Great looks, great to play, but not what will want. There's room for improvement.

**OVERALL 06**

**BRONZE**

PlayStation 2

### NEED FOR SPEED: HOT PURSUIT 2

One of the better arcade racers to grace the PS2. Truly the best of the NFS series, not just a PS2 update.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### NFL 2K3

This is the game to own for anyone into American football thanks to its ultra-realistic graphics and gameplay.

**\* OVERALL 09**

**SILVER**

PlayStation 2

### NFL QUARTERBACK CLUB

American football game that has unique features, but unable to compete with Madden 2003.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### NHL 2003

The definitive ice hockey videogame, but only a slight improvement on NHL 2002.

**OVERALL 07**

**BRONZE**

PlayStation 2

### NHL HITZ 2002

A satisfying, if short-lived, arcade-style ice hockey game.

**OVERALL 06**

**BRONZE**

PlayStation 2

### NY RACE

Average leisure taxi race, based on the opening sequence of Luc Besson's sci-fi epic *The Fifth Element*. Nothing crazy to see here.

**OVERALL 05**

**BRONZE**

PlayStation 2

### ONI

New character animation in an enjoyable 3rd person sci-fi romp.

**OVERALL 07**

**BRONZE**

PlayStation 2

### ONIMUSHAS: WARLORDS

Impressive survival horror that lets the PlayStation 2 run hot. Does suffer from an iffy PAL conversion, though.

**\* OVERALL 09**

**BRONZE**

PlayStation 2

### OPERATION WINBACK

Lacks variety, but still an enjoyable stealth shooter, nevertheless.

**OVERALL 06**

**BRONZE**

PlayStation 2

### ORPHEN

A disappointing anime-inspired Japanese RPG.

**OVERALL 04**

**BRONZE**

PlayStation 2

### PARAPPA THE RAPPER 2

Rhythmic action game from Japan in which you play a rapping dog. Simple but compelling gameplay. Short life span and only really worth revisiting for nostalgia.

**OVERALL 07**

**BRONZE**

PlayStation 2

### PENNY RACERS

A half-baked and underfed GT3, with just a few good tracks. It's a difficult one to recommend to anybody wanting a great racer.

**OVERALL 04**

**BRONZE**

PlayStation 2

### POLICE 24/7

Basic cop-shoot-light gun game with motion capture option. Frantic and fast but lacks structure and individuality. Just another on-rails shoot-'em-up.

**OVERALL 05**

**BRONZE**

PlayStation 2

### POOLMASTER

Dull pool sim, despite some tidy ball physics.

**OVERALL 05**

**BRONZE**

PlayStation 2

### PRIDE FC

The new king of the ring! Pride FC is the most realistic fighting simulation available on any system to date. Great stuff!

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### PRISONER OF WAR

Escaping from POW camps is all well and good, but you remain a prisoner of often rigid game objectives. Even so, this is a bold, compelling adventure game.

**OVERALL 07**

**BRONZE**

PlayStation 2

### PRO EVOLUTION SOCCER 2

For the second year running, the Pro Evolution series has been the best soccer-sim on any system. Lacks license, but has total realism.

**\* OVERALL 09**

**BRONZE**

PlayStation 2

### PROJECT EDEN

Look beyond some not-great visuals and you'll lose track to its complex and satshim-fun first-person shooter/adventure.

**\* OVERALL 06**

**BRONZE**

PlayStation 2

### QUAKE III

In four-player, this FPS is solid multiplayer fun. A technical tour de force, it runs smoothly and looks sweet.

**\* OVERALL 09**

**SILVER**

PlayStation 2

### RATCHET & CLANK

Pure platforming bliss from the company behind the original Spyro the Dragon titles on the PSone.

**\* OVERALL 09**

**SILVER**

PlayStation 2

### RAYMAN REVOLUTION

Cartoon-quality graphics elevate this classic platformer starring a disjointed hero.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### NBA LIVE 2002

An update of NBA Live 2001? Only for true basketball nuts.

**\* OVERALL 05**

**BRONZE**

PlayStation 2

### RALLY FUSION: RACE OF CHAMPIONS

A decent offroad racing simulation that only really falls short in that it fails to match the wonders of Colin McRae Rally 3 and WRC II Extreme.

**OVERALL 05**

**BRONZE**

PlayStation 2

### READY 2 RUMBLE: ROUND 2

A marvelous, arcade-based comedy boxing game, pitting ridiculous cartoon fighters against each other.

**OVERALL 07**

**BRONZE**

PlayStation 2

### RED FACTION

Ace first-person shooter that melds MGS-style tactics and the all-out blasting of the hallowed Quake III.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### REIN OF FIRE

Packs plenty of action, but is chaotic to the point where it feels decidedly aimless. Also let down by control issues.

**OVERALL 05**

**BRONZE**

PlayStation 2

### RESIDENT EVIL: CODE VERONICA X

A captivating story, cinematic atmosphere, kinetic action, fights and copious amounts of blood-letting.

**\* OVERALL 09**

**BRONZE**

PlayStation 2

### RING OF RED

A mech RTS that's fun? Oh yes. A must-buy for the discerning robo-fetishist after something different.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### ROBOTECH: BATTLECRY

A clashed shooter that brings the classic anime to life, but is held back by a decidedly chunky control system.

**OVERALL 07**

**BRONZE**

PlayStation 2

### ROCKY

The best boxing title available for PS2. Has a great story mode that takes the player through the movies. Adrenalin.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### RUMBLE RACING

Fast and furious arcade stunt racer that has tonnes of challenge and replay value, especially in two-player mode.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### RUN LIKE HELL

A refreshing sci-fi survival horror with a host of famous names handling the voice acting.

**OVERALL 07**

**BRONZE**

PlayStation 2

### RUNE: VIKING WARLORD

A Viking slash-em-up that should have been confined to the Dark Ages.

**OVERALL 04**

**BRONZE**

PlayStation 2

### SALT LAKE 2002

Basic winter Olympics game. Decent weather effects but the majority of events are rather tedious.

**OVERALL 03**

**BRONZE**

PlayStation 2

### SHADOW OF MEMORIES

Filmic adventure that keeps the surprises coming with a serpentine plot.

**\* OVERALL 08**

**BRONZE**

PlayStation 2

### SHAUN PALMER'S PRO SNOWBOARDER

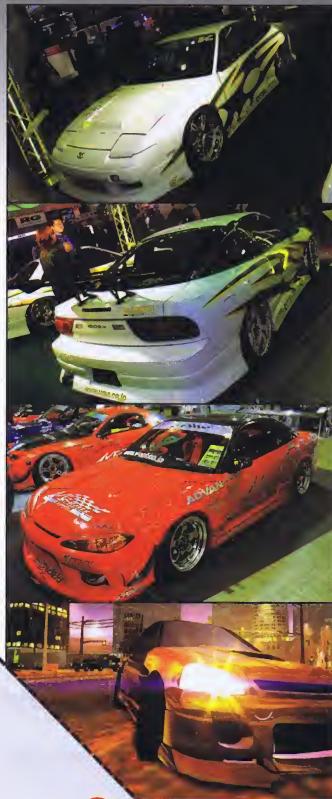
Basically Tony Hawk's on snow



# WIN A CAR!

## MIDNIGHT CLUB II

First details! Win a  
Midnight Club II-styled pocket  
rocket, just by reading OPS2!



**IN CONJUNCTION WITH** Rockstar and Auto Salon, Official PlayStation 2 Magazine is excited to give you the chance to win a one-of-a-kind *Midnight Club II* machine! This baby is set to smoke and we are anticipating one mean machine!

In celebration of the forthcoming launch of Rockstar's revolutionary new online racer *Midnight Club II*, we're building this car in the true tradition of street racing and the raw adrenaline of the game itself.

The car we have chosen is a 1994 Nissan 180SX hatchback (just like the white one on this very page!) that has recently been imported from Japan. The car is white, and is currently being compiled for Australian conditions and regulations.

Over the coming months, the car is set to receive a plethora of new modifications and we'll be keeping track of the car's progress in following issues - be sure to look out for our updates! Amongst other mods, the car will get a full Japanese style 'drift' body kit (front bumper, rear bumper, side skirts, wing), 18 inch wheels and tyres, lowered suspension, a pod air filter, full Japanese exhaust system, aftermarket high-flowed turbocharger, a front mounted intercooler, blow off valve and boost controller, a aftermarket ECU re-tune, full race gauges, massive sound system (complete with a CD player, splits, amplifier and subwoofer), a 6-point

roll cage and other awesome decals *Midnight Club II* converslons! Whheeww!

Better still, the winner will also receive all the standard fittings as well. Due to Australia's state-by-state compliance laws and how hot this baby will be - you'll be needing 'em!

We aim for the car to be a seriously high-performance gem and anticipate that when set up for "normal" street driving, it will still be capable of around 13.5 seconds for the 1/4 mile run and will output around 300 HP! Now that's thumpin'!

And don't think it ends there! Once all the mods are done, the *Midnight Club II* car will get a full custom paint finish and interior. We're planning a two-tone pearl orange and pearl black paint finish (similar to the Nissan 200SX seen to the right)!

Ever entered a competition this cool? Be sure to tell all of your friends!

### SO, HOW DO YOU WIN THIS BABY? IT'S EASY! THERE ARE TWO WAYS TO ENTER:

1) Cut out the \$7 discount coupon for the *Midnight Club II* Weekend Pass on this very page and take it along to the Auto Salon held in your capital city. This will give you full weekend access, an entry into the competition and a copy of *Auto Salon Magazine*.

2) The August and September

issues of *Official PlayStation 2 Magazine* will both carry official *Midnight Club II* entry tokens and full terms and conditions of entry. Collect both of these tokens and send them into the usual address.

Remember, YOU could fly into Sydney for Auto Salon's Final Battle and a gala dinner in November, along with winners from each of Auto Salon's shows in capital cities. We'll be announcing further details later, but we can tell you that it's here that you could be driving home with your new car!

Well be unveiling the car at the Sydney Auto Salon on May 3rd. It will also be appearing on the *Midnight Club II* stand at the Auto Salons in Adelaide, Melbourne, Brisbane and at the Final Battle in Sydney in November.

### AUTO SALON DATES AND VENUES:

#### PERTH

(Burswood Superdome March 29 & 30)

#### SYDNEY

(Homebush Dome May 3 & 4)

#### ADELAIDE

(Wayville Showground July 5 & 6)

#### MELBOURNE

(Melbourne Exhibition Centre July 12 & 13)

#### BRISBANE

(Brisbane Exhibition Centre September 6 & 7)

#### SYDNEY FINAL BATTLE

(Homebush Dome November 8 & 9)



PlayStation<sup>®</sup>  
OFFICIAL MAGAZINE-AUSTRALIA

auto-salon

\$7 OFF!  
Official *Midnight Club II* Weekend Pass Discount Coupon.  
Take this coupon to the Auto Salon in your State to receive  
\$7 off the weekend pass, an entry into the competition  
and a free *Auto Salon Magazine*. Photocopies not accepted.

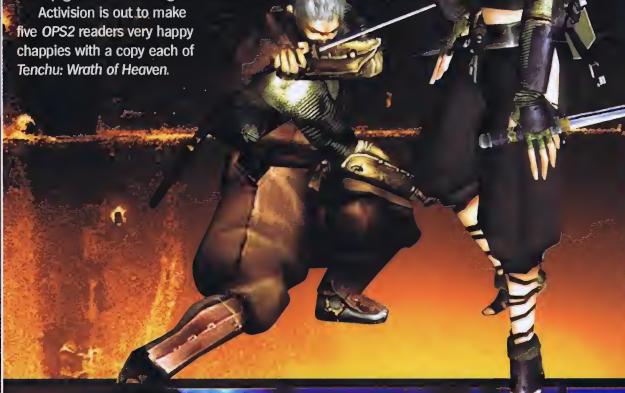
auto-salon  
PlayStation<sup>®</sup>  
OFFICIAL MAGAZINE-AUSTRALIA

# HEAVENLY GAMES

AFTER TWO HUGELY popular PSone titles, the *Tenchu* series slashes back onto the scene with *Tenchu: Wrath of Heaven*. Featuring radically enhanced visuals, much sneakier gameplay and all of the stealthy goodness we've come to love, *Wrath of Heaven* pushes the sneak 'em up genre to new heights.

Activision is out to make five OPS2 readers very happy chappies with a copy each of *Tenchu: Wrath of Heaven*.

■ To give yourself a stab at winning a copy of *Tenchu: Wrath of Heaven*, answer the following simple question: 'Name one ninja weapon used in the game?' Just follow the comp entry details at the bottom of the page, marking your entries "Heavenly Games".



# YOUR OWN ANGEL

SAUCY STAR JESSICA Alba may have finished up her stint on James

Cameron's science fiction television series, *Dark Angel*, but the PS2 game based on the series has plenty of Jessica Alba goodness for fans to enjoy.

Vivendi Universal has kindly supplied OPS2 with three copies of the *Dark Angel* PS2 game to give away to three lucky readers.

■ To give yourself a shot at scoring a free copy of *Dark Angel*, answer the following simple question: 'What is Jessica Alba's character called in *Dark Angel*?' Just follow the comp entry details at the bottom of the page, marking your entries "Your Own Angel".

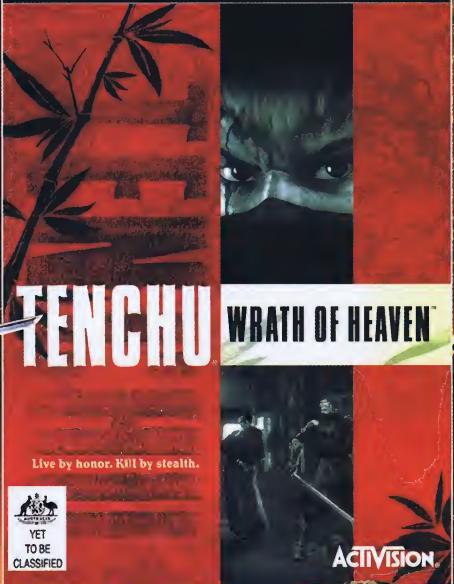


**HOW TO ENTER** — Send entries to OPS2@derwenthoward.com.au with the name of the competition in the subject line or alternatively, send envelopes via snail mail to: Official PlayStation Magazine, PO Box 1037, Bondi Junction, NSW 2022. E-mail entrants are entitled to one e-mail per competition only.

Entries should be clearly marked and include: The name of the comp, your name, age, phone number and address. All competitions close April 19, 2003.

Note: Images of prizes as shown above may vary from the appearance of the actual prizes received due to circumstances beyond the publisher's control.

# PlayStation.2



# BLACK MAGIC

COLUMBIA TRI STAR

given OPS2 five blockbuster DVD packs, each containing a copy of the Men In Black 2 DVD, a MIB2 t-shirt, a MIB2 CD wallet, a MIB2 clock and a copy of the war epic *Black Hawk Down* on DVD. Both of these DVDs are packed with hours of supplementary material, including behind-the-scenes documentaries and deleted scenes.

■ To give yourself a shot at winning a Men In Black 2 and *Black Hawk Down* DVD pack, answer the following simple question: 'Name the actress who starred in MIB2 as a killer alien?' Just follow the comp entry details at the bottom of the page, marking your entries "Black Magic".



# NEXT MONTH

PLAYSTATION®2 MAY ISSUE

# ENTER THE MATRIX

OPS2 WAS INVITED TO ENTER THE MATRIX – LUCKY TO ESCAPE WITH OUR LIVES, WE BROUGHT BACK THIS EXCLUSIVE FEATURE!

NEXT MONTH  
IN OFFICIAL  
AUSTRALIAN  
PLAYSTATION  
MAGAZINE

## JAK'S BACK

...AND DAXTER TOO! EXCLUSIVE DETAILS ON THIS SUPER SEQUEL!

## STARCRAFT: GHOST

OPS2 SCORES THE SCOOP ON BLIZZARD ENTERTAINMENT'S EPIC SPACE SHOOTER.

## X2: WOLVERINE'S REVENGE

HEY BUB, THE HAIRY LITTLE SUPER MUTANT CLAWS HIS WAY BACK FOR OUR EXCLUSIVE REVIEW!

## ANOTHER KILLER DEMO DISC

AUSTRALIA'S ONLY PLAYABLE DEMO DVD FEATURING: TENCHU: WRATH OF HEAVEN, VEXX, PARIS DAKAR 2 AND LOADS MORE! NO OTHER MAGAZINE PACKS SO MUCH VALUE ONTO ONE DISC!

### ENTER THE MATRIX

Neo and his crew of cyber heroes are back for even more action!



### STARCRAFT: GHOST

Can Blizzard turn its popular RTS into a successful FPS?



### TENCHU: WRATH OF HEAVEN

Get a grip on this ninja classic with our exclusive playable demo!



### X-MEN: WOLVERINE'S REVENGE

Find out if Wolverine can outdo Spider-Man in our exclusive review!



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*Man and Horse become One*

# G1 JOCKEY 3

**Each horse has its own unique strengths and weaknesses, guaranteeing authentic jockey action!**

- Adjust the bit, change the lead leg and more! As the jockey, you have complete control. Use your skills to get the most from your horse and be first at the post!
- Some horses don't like being boxed in, some have an excellent start, others can run at a fast pace. Use these to your advantage and work your way to victory!

- New "Workout" feature lets you get your rides into top form for upcoming races!
- Jump races are now incorporated into the Story Mode as well!

**AVAILABLE MARCH 2003**



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PlayStation® 2

